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GAMESPOT GAME GUIDE:

BALDUR'S GATE:
TALES OF THE SWORD COAST

BY DESSLOCK

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WHAT'S INSIDE



Introduction





You've conquered the Sword Coast, and the Iron Throne's schemes have been thwarted. Sarevok and his minions have been routed, and you've uncovered the secret of your character's origins. Credits roll. It must be time to stash away the morning stars, sheath Drizzt's scimitars, fold away the Shadow Armor, and return those well-worn spell books to dusty shelves stocked with similar tomes. But wait ... hadn't the halflings of Gullykin and your map of the Sword Coast hinted at a mysterious stronghold of evil, Durlag's Tower? Could there be hidden treasure on those unexplored islands to the west of the Sword Coast? Perhaps there are also subterranean lairs that you haven't yet uncovered, and settlements where an abundance of powerful magical items can be purchased or earned. Welcome to Tales of the Sword Coast, the expansion pack to 1998's RPG of the Year, **Baldur's Gate**.

Baldur's Gate was one of the biggest and most challenging role-playing games you'll even confront, but just when you thought it was safe to put away your broadsword, the world of **Baldur's Gate** has gotten notably larger and considerably deadlier. **The Tales of the Sword Coast** expansion pack adds tons of



lethal traps, numerous devious puzzles and creatures even more dangerous than those that stalked the original game. Fortunately, you'll also have more powerful weapons and spells at your disposal, but many of them aren't easy to acquire ... at least without this guide.

Contained within this tome you'll find the locations and full descriptions of all of the new magic items as well as the strengths and weaknesses of the deadly foes that lurk in the undiscovered territories. A detailed area walk-through is provided for each new sector in the game, complete with descriptions of the magic items, nonplayer characters and the enemies that can be found there. Worried about missing a key quest? The guide also contains complete descriptions and solutions to all of the new quests, as well as a brief walk-through for the entire expansion pack.

While lesser souls have been vanquished by the challenges of **Tales of the Sword Coast**, we're going to give you all of the equipment you need to sneer at some of the toughest battles you'll ever face in a role-playing game ...

—Desslock

CHAPTER ONE

Preparing Your Party





Chances are, by the time you're ready to challenge the new Tales of the Sword Coast areas, you'll already be pretty adept with the basic rules of Baldur's Gate. Even though most of the strategies that were effective in the original game are portable to Tales of the Sword Coast, there are several notable modifications to the game's rules that have a subtle, but significant impact on gameplay.

THE EXPERIENCE POINT CAP

Characters are still subject to an experience point cap, but the limiting threshold has been raised from 89,000 to 161,000 experience points. Multiclassed characters will still split their experience points equally among their character classes, and will only be entitled to accumulate a total of 161,000 points in all of their classes. Similarly, dual-classed characters can only acquire a total of 161,000 experience. Prior to dual-classing a character, you should ensure that you have enough room under the experience point cap for that character to reach a higher level in the new class, or you'll fail to get the abilities of the old class back during the course of the game.

The following chart indicates the maximum levels characters of a single class can now achieve, as well as the new abilities that can be acquired as a result of the increase in the experience point cap:

Class	Max. Level	New Abilities
Bards	ten	fourth-level mage spells
Clerics	eight	none

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Class	Max. Level	New Abilities
Druids	ten	fifth-level cleric spells
Fighters	eight	none
Mages (and specialty mages)	nine	fifth-level mage spells
Paladins	eight	none
Rangers	eight	first-level cleric spells
Thieves	ten	none

The following chart indicates the maximum levels characters can achieve with all of the multiclassed and dual-classed combinations. In the case of dual-classed characters, the chart only lists combinations where a character has succeeded in reaching an experience level in the character's new class that is higher than experience level reached in the character's abandoned class (in other words, where the character is entitled to the benefits of both classes):

Class	Multi-classed Max.	Dual-classed Max.
Fighter/Thief	seven/eight	seven/eight, six/nine, eight/six
Fighter/Cleric	seven/seven	six/eight, seven/nine
Fighter/Druid	seven/eight	eight/seven, seven/nine, six/ten
Fighter/Mage	seven/seven	eight/five, five/nine, six/eight, seven/six
Mage/Thief	seven/eight	six/nine, seven/eight, eight/seven, nine/six
Cleric/Mage	seven/seven	five/nine, seven/eight, eight/six
Cleric/Ranger	seven/seven	six/seven, eight/six
Cleric/Thief	seven/eight	six/night, seven/eight, eight/seven
Fighter/ Mage/Thief	six/six/seven	n/a
Fighter/ Mage/Cleric	six/six/six	n/a



The following chart details the maximum experience levels that each of the nonplayer companions in the game can achieve under the new experience point cap. If you've dual-classed any of the companions, refer to the previous chart instead:

Companion/Location	Class/ Alignment/ Max Level
AJANTIS On the southern road in the sector north of the Friendly Arm Inn	Paladin lawful good eighth level
ALORA In the High Hall (middle, west sector of Baldur's Gate), at night	Thief chaotic good tenth level
BRANWEN In the carnival east of Nashkel (must cast stone to flesh)	Cleric true neutral eighth level
CORAN In the first Cloakwood Forest sector, west of the Friendly Arm Inn	Fighter/thief chaotic good seventh/eighth level
DYNAHEIR In the Gnoll Stronghold in the southwest corner of the map	Invoker lawful good ninth level
EDWIN In southern Nashkel, on bridge near the Belching Dragon Tavern	Conjurer lawful evil ninth level

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Companion/Location	Class/ Alignment/ Max Level
ELDOTH In the third Cloakwood Forest sector, in the southern portion of the sector	Bard neutral evil tenth level
FALDORN In the third Cloakwood Forest sector, in the southwest in a circle of stones	Druid true neutral tenth level
GARRICK In Beregost near the town crier	Bard chaotic neutral tenth level
IMOEN Automatically joins at beginning of chapter one	Thief neutral good tenth level
JAHEIRA In the Friendly Arm Inn	Fighter/druid true neutral seventh/eighth level
KAGAIN In the shop north of the Feldepost Inn in Beregost	Fighter lawful evil eighth level
KHALID In the Friendly Arm Inn	Fighter neutral good eighth level

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Companion/Location	Class/ Alignment/ Max Level
KIVAN In the High Hedge sector, southeast of Candlekeep	Ranger chaotic good eighth level
MINSC In Nashkel north of Belching Dragon Tavern	Ranger neutral good eighth level
MONTARON Area east of Candlekeep	Fighter/thief neutral evil seventh/eighth level
QUAYLE West side of bridge to Baldur's Gate	Cleric/illusionist chaotic neutral seventh / seventh level
SAFANA In the lighthouse sector, two zones south of Candlekeep	Thief chaotic neutral tenth level
SHAR-TEEL In the sector east of the Beregost temple (two sectors east of Beregost)	Fighter chaotic evil eighth level
SKIE Second Floor of Entar Silvershield's house in northwest corner of Baldur's Gate	Thief neutral tenth level

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Companion/Location	Class/ Alignment/ Max Level
TIAX In the southwest corner of Baldur's Gate, in front of the Flaming Fist headquarters	Cleric/thief chaotic evil seventh / eighth level
VICONIA In the northwest corner of the Peldvale sector (east of the Friendly Arm Inn)	Cleric neutral evil eighth level
YESLICK In the second level of the Cloakwood mines	Fighter/cleric lawful good seventh / seventh level
XAN Prisoner of Mulahey, bottom of Nashkel mines	Enchanter lawful neutral ninth level
XZAR Area east of Candlekeep	Necromancer chaotic evil ninth level

ALIGNMENT AND REPUTATION

There are no new characters available to join your party in Tales of the Sword Coast, but all 25 of the potential nonplayer



character companions from the main game can still be called upon. The manner in which your companions behave won't change in the expansion pack, so you'll still have to be conscious of reputation and behavior if you want to keep your party intact. Characters with neutral or good alignments will become volatile companions once your party's reputation falls below four (six in the case of good companions, who will leave the party if its reputation falls below three). Characters with evil alignments will become confrontational once your party's reputation rises above 15, and will leave the party once its reputation rises above 18.

Unlike the original game, there are very few instances in Tales of the Sword Coast where your party's reputation will be modified, so you're less likely to suddenly be attacked by your evil-aligned companions after receiving an unexpected bonus to your reputation. You also won't get into trouble with your evil or neutral companions unless you start attacking "innocents" (characters with blue bases). Since your reputation is unlikely to change much during your party's new adventures, you should consider adjusting your party lineup by picking up companions that can help you with specific tasks, even if those characters have alignments opposed to other members', provided that the party's reputation doesn't exceed the thresholds listed above. In particular, you should definitely ensure you have a thief character in your party when you embark to Durlag's Tower. In case you can't remember where the best companions can be found, the locations of all of the companions are reprinted in the chart above.

COMBAT AND GAMEPLAY TIPS

Most of the areas added by Tales of the Sword Coast are riddled with devastating traps and well-positioned, powerful enemies.



There are two tweaks to the combat system used by the original game that can have a significant impact on gameplay, and with those changes in mind, this section sets out several general tips on how to be successful in battle:

Speed and Scouting

In the original game, if a character was in the targeted area of effect when a trap was sprung or a spell was cast, that character would be hit even if he or she ran out of the targeted area before the blast visibly hit the character. No longer. Now a character can escape damage by managing to visibly flee the targeted area of effect. As soon as a trap is sprung or an area-of-effect spell is cast at your characters, hit the pause button and plan your escape. Use a thief equipped with boots of speed or under the influence of a haste spell or oil of speed to scout ahead of your party, looking for traps (especially in Durlag's Tower). Even if a trap is triggered, you should be able to get your character out of range before taking any damage from fireball or lightning traps (some traps, such as ones that trigger magic missiles or closing walls, can't be outrun). It's always a good idea to use protection from fire, lightning and magic spells or potions on your scouting character.

Haste in Combat

Haste was always an extremely effective combat spell, and in Tales of the Sword Coast it is almost an essential one. Several of the new enemies you'll face both are highly resistant to magic and deadly in melee combat, but by hasting your party your characters will be able to get several extra ranged attacks in before closing to close combat—or you can just choose to avoid melee combat altogether by using your speed advantage to flee approaching enemies. Your opponents are also now far more likely to cast



deadly area-of-effect spells, such as cloudkill, stinking cloud and fireball, and hasted characters are far more likely to be able to dodge those spells.

Missile Weapons are Still King

Although the animation speed of missile weapons has been accelerated, they actually don't fire any more rapidly and are "only" as powerful as they were in the original game, which is pretty deadly. As indicated above, many of the new enemies are magically resistant, but a party equipped with arrows +2 (which are relatively common) can take any opponent down quickly, especially if the party members are hasted. While fire, ice and similar magical effects will be blocked, the additional damage inflicted by arrows +1 or +2, bullets +1 or +2, etc. can't be avoided by magical resistance.

Use Your Thieves Effectively

Having at least one thief in your party is a necessity in Durlag's Tower because of all its nasty traps. Take advantage of the additional experience level (or two, for single classed thieves) that thieves can now acquire and pump up the 'detect traps' ability of thieves. You'll want a thief with a detect-traps skill of at least 80. If you don't have a thief with abilities that formidable, use potions of perception to temporarily enhance your thieves' skills. Potions of perception can only be found in high hedge or at sorcerous sundries in the city of Baldur's Gate, and you should buy all of those potions in stock and use only one at a time. Don't waste a



potion's effects by leaving the game unpaused when you're writing notes down or otherwise waiting around. If you don't have a thief character in your party, you'll have to rely on the 'find traps' priest spell to at least try to avoid most of them in Durlag's Tower. As a last resort, if you're lacking a character to find traps, you can send a magically protected, hasted character to act as a lightning rod to trigger (and, one hopes, avoid) traps while the remainder of your party waits in safety.

Thieves can not move stealthily if there aren't shadows around (not a problem in Durlag's Tower) and can only backstab if they are behind opponents, so you'll have to be a little more cautious in advancing your thieves. Remember that thieves can't move stealthily at the same time they are checking for traps, so take advantage of the ring of invisibility or invisibility potions to keep your thief from walking into a no-win confrontation. A thief with the ring of invisibility can quickly wander through a level, clean it of traps, and perhaps even use some strategic backstabbing to pick off a few isolated opponents.

Combine Beneficial Effects

There are some truly challenging confrontations in Tales of the Sword Coast, which are even tougher than the final battle with Sarevok in the original game. Since the most deadliest foes are magically resistant, you'll have to rely on missile and melee weapons. But while offensive spells won't always be successful, you should ensure that you use a variety of defensive incantations to give your party members the advantage. In addition to using haste spells/oil of speed as discussed above, you should ensure that you cast priest spells of bless, chant, call upon holy might, protection from evil ten-foot radius and other magical protection



spells. Mage characters should protect themselves with minor globes of invulnerability, while fighters should take potions of giant strength and heroism.

Autopause and Miscellaneous Combat Tips

Another new tool at your disposal is the ability to set the game to automatically pause as soon as your party sights an attacking creature or character. Having an additional second or two to plan your attacks while your opponents are still out range can be extremely valuable, so you should use that autopause setting. Summoned creatures and animated dead still work extremely well at drawing attacks away from your party and disrupting enemy spellcasters, and debilitating area-of-effect spells such as stinking cloud and web are very effective against enemies lacking magical resistance.

MONSTER AND ANIMAL TYPES

There are a number of deadly new creatures stalking the areas around Durlag's Tower, the Island of Ice and Balduran's Island. Many of the new creatures are more vicious, and faster, cousins of creatures that you already encountered in the original game, but there are a few monstrous newcomers. Instead of facing puny hobgoblins, xvarts or kobolds, you'll now face a collection of extremely lethal horrors.



Here's a list of all of the monsters and animals that you can find in the expansion pack areas, as well as an outline of the experience points (xp) you'll receive for dispatching each beast, and the hit points, strengths and weaknesses of each creature.

New Creatures

AIR ASPECTS

(111 hp, 4,000 xp)—You can find these elemental creatures in a special room deep in the catacombs of Durlag's Tower. While possessing a large number of hit points, these creatures are not as dangerous as the other elemental creatures they are commonly associated with, invisible stalkers, but are considerably more vicious than the baby wyverns they resemble.

ASHIRUKURU

(30 hp, 2,000 xp)—Also known as shadow warriors, these dangerous humanoids can turn invisible at will, and their favorite tactic is to take advantage of their stealth to backstab their enemies. Successful backstabbing attacks cause three times the damage. If you suspect that there are Ashirukuru around, make sure you cast detect invisibility, which will prevent their backstabbing attacks. A number of Ashirukuru reside in a labyrinth deep underneath Durlag's Tower.

ASTRAL PHASE SPIDERS

(85 hp, 4,000 xp)—These spiders are very similar to phase spiders, accessing the astral plane at will and using it to move into attacking range of your characters. They have almost twice as many hit points



as their lesser cousins, however, so taking them out before they can afflict poisonous bites on your party is more difficult.

CRYPT CRAWLERS

(32 hp, 420 xp)—These are swifter relatives of the carrion crawlers that infest the sewers of Baldur's Gate. Like their brethren, crypt crawlers possess a paralyzing attack, but otherwise pose little threat to a party. These creatures are too weak to warrant using spells on them, but take them out with missile weapons to prudently avoid their touch.

DEMONKNIGHT

(125 hp, 15,000 xp)—This exceptionally powerful foe is every bit Sarevok's equal in melee combat, and has a number of additional magic abilities at his disposal. Capable of casting dispel magic, power word stun, power word kill and fireballs that do 20–120 hp of damage, and resistant to magic himself, the demonknight rules Durlag's Tower. Check out the area walk-through section of this guide for additional information on how to challenge the demonknight. As powerful as the demonknight is, it serves an even more powerful master, a Tanar'ri.

FISSION SLIME

(65 hp, 3,000 xp)—These infectious creatures delight in launching dangerous missile attacks that actually consist of parts of their bodies. While these hybrid plant/animals do not possess many hit points, they can only be destroyed by fire attacks. Conventional weapons will only result in fission slimes splitting into two creatures once all of their hit points are gone.



GREATER GHOULS

(49 hp, 1,000 xp)—These creatures have significantly more hit points than their lesser brethren and move as fast as hasted creatures. Like ghosts, greater ghouls are capable of emitting a nauseating gas in addition to possessing a paralyzing attack.

PHOENIX GUARDS

(35 hp, 100 xp)—These creatures from the elemental plane of fire could actually be encountered in the original game through an Easter egg accessible by touching the tombstones in the city of Nashkel, but there's no avoiding them in Durlag's Tower. While they are relatively weak opponents in battle, phoenix guards have a tendency to explode into fireballs and to rise from the dead after they appeared to have been dispatched.

POLAR BEAR

(66 hp, 900 xp)—These new beasts can be found on the island of ice, which you can reach by embarking on Shandalar's quest. Very similar to, and often associated with, mountain bears, although these frosty creatures have a few additional hit points.

SIRINE QUEEN

(hp 75, 6,000 xp)—All of these malevolent creatures are capable of casting dire charm and improved invisibility, and should be taken out with rapidly firing missile weapons to prevent them from getting off their dangerous spells. Having a dispel-magic spell or two ready is also prudent, as is sending a few summoned monsters as cannon fodder, animated undead or charmed animals.



SUCCUBUS

(50 hp, 3,000 xp)—One of these demons is trapped in the upper floors of Durlag's Tower. Although normally possessing bat-like wings, the captive succubus has fallen prey to one of the curses infesting the tower, and will seek your assistance. If you choose to dispatch this evil creature instead, you'll have to be wary of her ability to cast domination, invisibility or dimension door at will, as well as her ability to temporarily energy drain constitution and dexterity points away from your characters (but not experience levels, as in pen-and-paper AD&D).

TANAR'RI

(130 hp, 16,000xp)—A lesser demon from the planes of the Abyss, this extremely powerful being is responsible for the evil infesting Durlag's Tower and the town of Ulgoth's Beard. The tanar'ri is immune to non-magical weapons and cannot truly be destroyed on this plane, and if dispatched it will immediately possess the form of one of its followers if any are nearby. Its most dangerous weapon is a death gaze, which will magically hold its victim in place and, unless dispelled in 20 seconds, will turn its victim into a ghost. Protection from petrification and similar items can protect your characters from the death gaze of the tanar'ri, but it is also able to use vampiric touch against nearby players. All players within 10 feet of the creature must successfully make a saving throw or be paralyzed. Check out the guide's area walk-through on Ulgoth's Beard for additional assistance in dispatching this beast back to its native plane.

WEREWOLVES

Normal (35 hp, 420 xp)—It might not initially be apparent how infested Balduran's Island is with these swift creatures, but



ultimately you'll have to confront packs of these beasts to flee their lair. Werewolves rely solely on their teeth and claws to inflict damage, but their 18(00) strength and speed ensure that they can close to attacking range quickly and inflict significant damage when in range. Werewolves can only be hit by magical weapons or ones designed to be used against lycanthropes.

Greater Werewolves (Loup Garou) (75 hp, 420 xp)—Possessing all of the abilities of normal werewolves, these creatures are also magically resistant and immune to even normal magical weapons, unless the weapons are specifically designed to be used against lycanthropes or shapeshifters.

WOLFWERE

Normal (41 hp, 1,400 xp)—Even more powerful and dangerous than werewolves, these similarly swift creatures infest Balduran's Island, and their 19 strength gives them a formidable melee attack. Wolfweres can only be hit by magical weapons.

Greater wolfwere (70 hp, 8,000 xp)—These dangerous pack leaders are invulnerable to normal and magical weapons other than those specifically designed to be used against lycanthropes or shapeshifters.

WYVERNS (GREATER)

(92 hp, 5,000 xp)—These massive beasts are considerably more powerful than the wyverns that hunt the forested Cloakwood areas. Nested deep within Durlag's Tower, these creatures move swiftly, have a poisonous attack, are resistant to magic and take reduced damage from missile weapons. Move slowly through the caverns where the greater wyverns reside to avoid confronting



more than one of these mighty beasts at the same time. Check out the area walk-through for more information on how to confront these behemoths.

Returning Creatures

ANKHEGS

(52 hp, 975 xp)—These giant burrowing insect-like monsters are more commonly found on the Sword Coast mainland, but a few of them infest the Island of Ice, where they then surprise prey by suddenly burrowing up beneath it. Fortunately, ankhegs don't infest that area in great numbers, so you should be able to exterminate them quickly using melee or missile weapons.

BASILISKS

These dangerous reptilian monsters can be found lurking on the grounds of Durlag's Tower. Their main weapon is the ability to gaze upon their opponents and turn them to stone. Unlike in the original game, however, party member victims will not be permanently destroyed and you'll be able to turn them back to normal with the use of a flesh-to-stone scroll. If you have protections from petrification spells or scrolls, keep them handy whenever you go through a courtyard door in Durlag's Tower, and remember to use summoned creatures or animated dead as buffers between your party and basilisks to protect your party members from the gaze attacks of the lizards.

Lesser basilisk (45 hp, 1,400 xp) and **greater basilisk (78 hp, 7,000 xp)**.



BEARS

The bears encountered in the expansion pack territories tend to be more aggressive than the wandering mammals encountered in the main game. Bears are still the best targets for charm animal spells, since they are the most dangerous animal opponents and accordingly the most valuable allies. You won't find any cave bears in the new areas, but otherwise all of the beasts that you may have encountered previously are present, along with a new, even more formidable cousin, the polar bear.

Black bear (25 hp, 175 xp) and brown bear (41 hp, 420 xp)—

Not inherently dangerous unless threatened or otherwise disturbed, these bears can be found on Balduran's Island.

Mountain bear (60 hp, 900 xp)—These monstrous, but extremely rare bears are capable of inflicting significant damage on characters foolish enough to let them get close. Mountain bears can be found on the island of ice, along with their close cousins, polar bears.

DOOM GUARDS

(64 hp, 2,000 xp)—Powerful, mystical melee opponents, these foes often serve powerful as guardians for powerful mages. Durlag has stocked his catacombs with dwarven doom guards to protect his most prized possessions. Harmless unless you try to take the objects under their protection, the dwarven doom guards are exceptionally dangerous in close quarters but lack a ranged attack, making them vulnerable to a party well-equipped with magical missile weapons.



DOPPELGANGERS

These humanoids are capable of assuming a form virtually identical to any human or similar creature. Durlag went mad when doppelgangers copied the forms of his family and clan members and killed the likenesses of his clan, but there are still numerous doppelgangers lurking within his tower and nearby.

Greater doppelgangers can cast some mage spells, including mirror image and haste. **Doppelganger (31 hp, 420 xp)** and **greater doppelganger (65 hp, 4,000 xp.)**.

ETTERCAPS

(40 hp, 650 xp)—Among the weakest of the creatures you'll encounter in the new territories, there are a few of these gruesome, man-sized bipedal beasts cavorting with the spiders in Durlag's Tower. Beware of the web traps that ettercaps are fond of littering around their lairs.

GHOULS

There are several types of these corpse-devouring undead creatures in the caverns beneath Durlag's Tower. All of these creatures are capable of paralyzing their opponents by touch and so should be taken out with missile weapons whenever possible. Vulnerable to being turned away or destroyed by clerics and paladins.

Ghouls (15 hp, 175 xp) and **ghasts (29 hp, 650 xp)** Unlike ghouls, ghasts can also paralyze elves by touching them. Ghasts are also able to emit a nauseating gas and are more difficult for a Cleric to turn than Ghouls.



GOLEMS

Manmade beasts of burden, Golems are monsters created by magic, and are generally brutes that mindlessly serve their masters. There are a few **flesh golems (40 hp, 2,000 xp)** in Durlag's Tower, and although they are immune to nonmagical weapons, their lack of defensive armor makes them easy to bring down. There are also several stone golems in Durlag's Tower, but these creations exist solely to pose riddles to your party, and won't directly engage you in battle, although they will cast fireball spells at foolish adventurers who answer their questions incorrectly.

HORRORS

Helmed horror (40 hp, 2,000 xp) and **battle horror (64 hp, 4,000 xp)**—A few battle horrors protect the grounds around Durlag's Tower and will attack intruders on sight. There are also a few of the weaker helmed horrors deep within the catacombs of Durlag's Tower. Both types of horror are dangerous melee opponents that you should take out with spells or ranged weapons.

INVISIBLE STALKERS

(64 hp, 3,000 xp)—Elemental creatures from the plane of air, these dangerous foes can't normally be detected until they launch their assault upon your party. Invisible stalkers have partial magic resistance (30%), but no ranged or magical attacks of their own, and can be found with air aspects in a room in Durlag's Tower.



MUSTARD JELLY

(65 hp, 2,000 xp)—The most powerful form of jelly, a few of these creatures can be found wandering around Durlag's Tower. These creatures attack by spitting acid or by emitting a toxic vapor that slows its victims. They cannot be hit by nonmagical weapons and are resistant to certain spells such as magic missile.

SIRINES

(49 hp, 2,000 xp)—A few of these beautiful female humanoids can be found along the west coast of Balduran's Island.

SKELETONS

These animated creatures can be found throughout and around Durlag's Tower, and are usually equipped with punishing magical arrows. While bludgeoning melee weapons inflict the most damage against these undead creations, taking a collection of them out quickly using fireball spells is also prudent. Immune to charm, sleep, stinking cloud and similar spells, skeleton warriors are far more powerful, vulnerable only to magical weapons, heavily resistant to magic and immune to the ability of clerics and paladins to turn undead. **Normal (8 hp, 65 xp)** and **skeleton warrior (84 hp, 4,000 xp)**.

SPIDERS

A few of the most dangerous breeds of spider can be found in Durlag's Tower. While all spiders rely exclusively on close-range attacks, it's difficult to keep the two breeds of teleporting spiders away from your party, so take them out as quickly as you can to minimize the threat of their poisonous attacks. Missile weapons are still your best allies against arachnids.



Wraith spiders (27 hp, 1,400 xp)—These giant poisonous spiders are only vulnerable to magic weapons, but their limited hit points make them a minimal threat.

Phase spiders (44 hp, 1,400 xp)—These dangerous spiders will cast dimension door to transport themselves into close range of your characters, where they can use their extremely deadly and swift-acting poison.

Sword spiders (45 hp, 2,000 xp)—Nonpoisonous sword spiders are the foot soldiers of the arachnid family, relying on tremendous speed to attack with their razor sharp limbs in hand-to-hand combat.

WOLVES

Balduran's Island is full of the most dangerous types of wolves, and these animals always hunt in packs. There are also several winter wolves within the caverns on the Island of Ice. Winter wolves have a frost attack that can be projected from a considerable distance. They are valued for their pelts, which can be sold in Nashkel, and vampiric wolves can only be hit by magical weapons and have a paralyzing attack, but otherwise wolves are not particularly dangerous foes.

Normal (24 hp, 65 xp), worg (26 hp, 120 xp), dire wolf (33 hp, 125 xp), dread wolf (33 hp, 650 xp), winter wolf (45 hp, 975 xp), vampiric wolf (50 hp, 2,000 xp).

ZOMBIES

(16 hp, 65 xp)—The weakest of all of the creatures you'll encounter in the new territories, there are a few of these undead



beasts stalking the grounds of Durlag's Tower. Clerics and paladins can easily turn or destroy zombies, or you can quickly eliminate them using any type of weapon.

ON TO THE AREA WALK-THROUGHS AND GUIDE TO THE QUESTS...

CHAPTER Two

Area Walk-throughs
and Guide
to the Quests





While the new territories added by Tales of the Sword Coast can be explored in any order, they are definitely not of equal difficulty. Based upon their ascending difficulty, you should challenge the new areas in the following order:

PART 1: ULGOTH'S BEARD: The town of Ulgoth's Beard serves as a staging area, where you can purchase some new, powerful magic items, and meet some interesting nonplayer characters who will give the party quests to the other new areas.

PART 2: ISLAND OF ICE: This island hosts a small dungeon stocked with mages and animals tolerant of its icy nature.

PART 3: BALDURAN'S ISLAND (SOUTH): An island where the survivors of a shipwreck have created a small settlement in the wilderness.

PART 4: BALDURAN'S ISLAND (NORTH): The untamed northern half of the island, populated by wild creatures and a few remnants of Balduran's expedition.

PART 5: DURLAG'S TOWER: The area surrounding the infamous tower crafted by dwarven hero, Durlag. This portion of the guide discusses the basement and areas of the tower above ground.

PART 6: DURLAG'S TOWER CATACOMBS LEVEL 1: The first level beneath the basement of Durlag's Tower, where traps and deadly monsters abound.

PART 7-9: DURLAG'S TOWER CATACOMBS LEVELS 2-4: Since the catacombs are so extensive, the guide explains each level in detail.



PART 10: RETURN TO ULGOTH'S BEARD: The final resolution of events foreshadowed during the Durlag's Tower quest.

This section of the guide provides a comprehensive walk-through for each part listed above, detailing the monsters and characters you will encounter, where all of the magic items and traps that are located there, and strategy tips for all of the difficult confrontations. In addition to the walk-through tips, each part contains a chart that lists each quest you can obtain in that area; the quest giver; the solution location and explanation; and your party's reward for completing the task.

PART I – ULGOTH'S BEARD

Quest Giver and Location: Shandalar (west, middle of sector)

Goal of Quest: Retrieve his cloak from the Island of Ice

Solution Location: Shandalar will teleport you to the Island of Ice immediately upon accepting the quest.

Solution Explanation: The cloak is in the possession of Dezkiel, who is in the northwest corner of the dungeon under Ice Isle. There are numerous magic users, winter wolves, a couple of bears, and some nasty traps. The magic users are the main threat to your party, but using missile weapons, backstabbing thieves and area-of-effect spells such as stinking cloud or fireball can quickly take out their bands.

Reward: 500 x.p.



Quest Giver and Location: Hurgan Stoneblade (Inn)

Goal of Quest: Retrieve his Granda's dagger, 'soultaker', from Durlag's Tower.

Solution Location: The dagger is on the demonknight, who you'll have to confront at the bottom of the catacombs.

Solution Explanation: This is perhaps the toughest quest in the game, because you'll have to get through all of Durlag's Tower's dangers to pick up the dagger. See parts 6-9 of the area walk-throughs for detailed information on how to get through the tower.

Reward: No direct reward.

Quest Giver and Location: Thrella (house west of inn)

Goal of Quest: Find her son Dalton, who went into Durlag's Tower.

Solution Location: Dalton is paralyzed with fear at the bottom of the tower

Solution Explanation: You'll be able to rescue Dalton as soon as you confront the demonknight at the bottom of the tower. See parts 6-9 of the area walk-throughs for detailed information on how to get through the tower.

Reward: A massive 300 gold pieces.

Quest Giver and Location: Mendas (house to the west near the docks)

Goal of Quest: Retrieve sea charts.

Solution Location: The charts are in the northeast sector of the city of Baldur's Gate, in the Counting House in the southeast corner of that sector.



Solution Explanation: You can avoid a few combats by entering the Merchant League and informing Ulf that you are paying off a debt for teas and spices, or by telling him to mind his business. Upstairs, you can avoid a fight by telling Captain Tollar Kieres that you are a new deckhand. Pickpocket the Captain or start a scrap to get the charts, which the Captain has in his possession. You can avoid a fight altogether by getting a bottle of swill from De'Tranion, who's in the Blushing Mermaid Tavern in the same sector, but it'll cost you 900 gold or a pickpocket.

Reward: 2,000–6,000 gold pieces (see next item to get info on how to get 6,000)

Quest Giver and Location: Mendas (house near the docks)

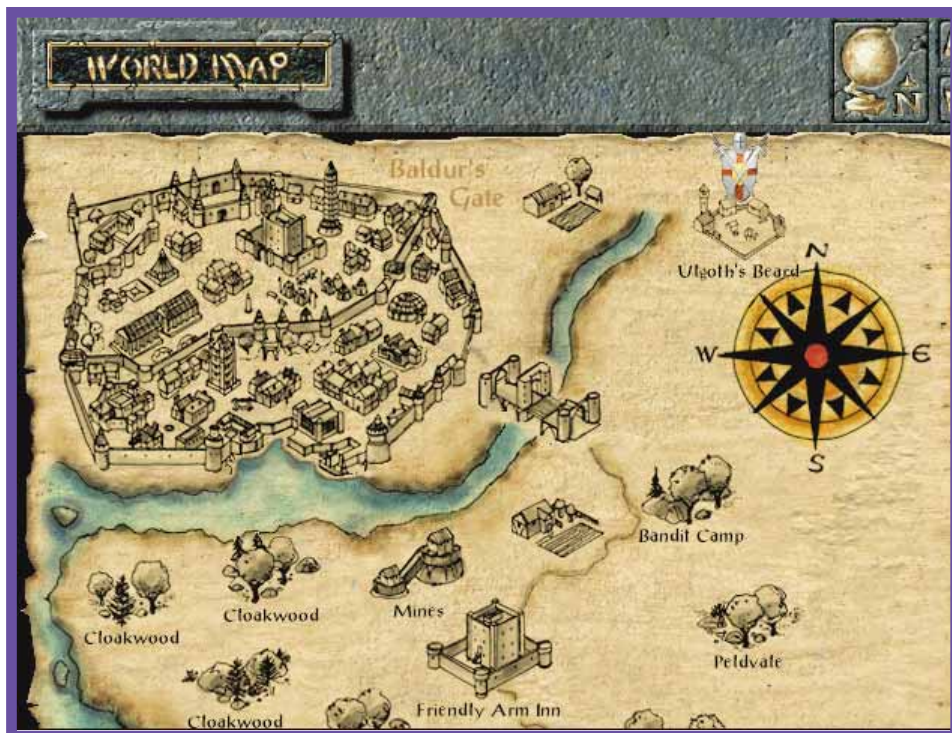
Goal of Quest: Go to the site of Balduran's shipwreck and retrieve the log of Balduran.

Solution Location: Once you retrieve the charts referenced in the previous quest, Mendas will have to put on a ship to Balduran's Island.

Solution Explanation: Once you give Mendas the charts, you can obtain an extra 3,000 gold by telling him at the docks that you are unwilling to proceed with the quest, and he'll bump it to 4,000 if you tell him that the quest will be an arduous journey and you need more money.

Reward: None directly, although Mendas will discuss your "reward" upon your return.

In the house just north of the entrance on the east side of town, you can find oil of speed (cursed) and a bastard sword that's +1, +3 vs. shapeshifters that will particularly come in handy during your adventures to Balduran's Island.



Ulgoth's Beard is a little suburb upstream from Baldur's Gate.

For 500 gold, you can purchase Delsvirftanyon's trinkets. In addition to a few non-magical rings, his gadgets include two wardstones (a wardstone forgery and a dwarven rune wardstone, the latter of which will get you into Durlag's Tower). You can also get a wardstone from Galkin in the Inn, but he'll charge you 900 gold.

At the inn, you can purchase the following magical items: darts +1; darts of stunning; acid arrows; arrows +2; bolts +1; bolts of lightning; bullets +2; large shield +1; cloak of displacement; quarter staff +3; greagon's harp; wand of the heavens; wand of frost; greenstone amulet; ring of invisibility, mage scrolls of emotion and greater malison; priest scrolls of defensive harmony, mental domination, protection from lightning and remove curse; and potions of healing, antidote, mirrored eyes. There's also a war hammer +1 in a locked bookcase in the inn.



An overhead map of the fishing suburb.

To get to Durlag's Tower: In the inn, Hurgan Stoneblade will offer you a quest to retrieve his family dagger in Durlag's Tower. If you accept it, Durlag's Tower will show up on your world map, so you can just walk there. Ike, who hangs out just north of the middle of town near the inn, will offer to take you to Durlag's Tower for 60 gold. If you go there on your own, make sure to take a dwarven rune from either Delsvirftanyon or Galkin.

To get to the Island of Ice: Shandalar, who hangs out in the middle of the town, will ask you to retrieve his cloak. If you accept his quest, you'll immediately be transported to the Island of Ice.

To get to Balduran's Island: Mendas, who is in a house in the western part of town, near the docks, will state that he's from Waterdeep and needs help retrieving belongings from the shipwreck of Balduran. You can find Calahan wandering outside



Mendas' house if you're polite to Mendas. By telling Calahan that you think Mendas is a miserable scalawag, you'll get some information about Mendas. You can get the information otherwise, but it'll cost you 20 gold pieces. You'll have to retrieve the ship charts from the northeast sector of Baldur's Gate for Mendas before you'll be able to head to Balduran's Island.

NPCs in the town: Calahan, Delsvirftanyon, Dushai, Fenrus Boulon, Galkin, Hurgan Stoneblade, Ike, Mendas, Shandalar, Therella and Baresh (after returning from Balduran's Island).

Magic items in the town: bastard sword +1, +3 vs. shape-shifters; war hammer +1; darts +1; darts of stunning; acid arrows; arrows +2; bolts +1; bolts of lightning; bullets +2; large shield +1; potions of healing, antidote, mirrored eyes, oil of speed (cursed); cloak of displacement; quarter staff +3, greagon's harp; wands of the heavens, frost; greenstone amulet; ring of invisibility, mage scrolls of emotion and greater malison; priest scrolls of defensive harmony, mental domination, protection from lightning and remove curse.

Enemies in the town: None until after you complete the quests in Durlag's Tower. See part ten of the area walk-throughs for more details on events following your party's return from Durlag's Tower.

PART 2— THE ISLAND OF ICE

When you arrive at this small island, there will be a polar bear near a cave entrance. It can be easily dispatched with missile weapons, charmed, or ignored. Enter the cave entrance.



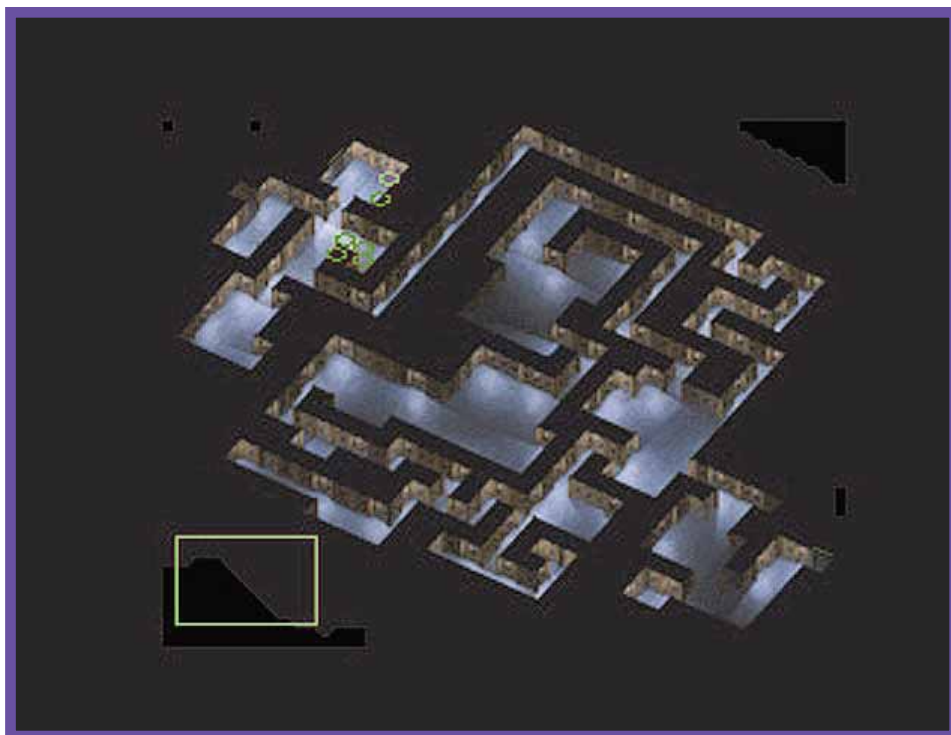
The cave will lead to a relatively small, one level dungeon, stocked with magic users, winter wolves, a mountain bear and numerous traps. Your sole goal in this dungeon is to retrieve Shandalar's Cloak, which is on Dezkiel in the northwest corner of the dungeon.

Just past the entrance, after getting by a winter wolf, you'll encounter a group of three mages (Andris, Beyn and Marcellus, each of whom has 50 hp). They'll attack your party regardless of any attempts at diplomacy on your part. Beyn may initially be invisible, and all of them are powerful mages. Since they stick close together, try to take them out of action with a web, stinking cloud or silence 15-foot radius spell, or just several throw several fireballs from a wand of fire to take them out. They are carrying the following magical items: knave's robe, traveler's robe, wand of fear and mage scrolls of grease, protection from evil, vampiric touch.

Garan, in the western portion of this sector, will get four ankhegs to join his attack on you. Garan is equipped with mage scrolls of dimension door, fireball, know alignment, and protection from normal missiles. Cuchol, nearby, has a wand of paralyzation.

Tellan (80 hp), who waits behind a fireball trap in the northwest corner of the dungeon, has a ton of hit points and is a formidable spellcaster. Use a silence spell (after dispelling his protection spells) to remove his threat, or send invisible or stealthy thieves to backstab him. Dezkiel (50 hp) waits in the far northwest corner (there are some winter wolves in the room south of him), with Shandalar's Cloak.

Traps in the dungeon: One in the western corner of the map (map coordinates x=669, y=1456), one near Cuchol a bit north of the previous one (x=1139, y=786), one guarding each of the northern passageways beyond Andris, Beyn and Marcellus (x=1877, y=984 and x=2122, y=1007, respectively), two along the northern passageways heading west (x=1764, y=316 and x=1253,



**Overhead map of the dungeon on the island of ice.
The cloak you're looking for is to the northwest.**

y=209, respectively). All of these coordinates are approximate. Hit the 'L' key on your keyboard to get the current location of your mouse cursor.

NPCs in the dungeon: Andris, Beyn, Cuchol, Dezkiel, Garan, Marcellus, Tellan

Magic items in the dungeon: knave's robe; traveler's robe; wands of fear, paralyzation; mage scrolls of dimension door; fireball, grease, know alignment, protection from evil, vampiric touch.

Enemies in the dungeon: Andris, ankhegs, bears (mountain, polar), Beyn, Cuchol, Dezkeil, Garan, Marcellus, Tellan, wolves (winter).



PART 3—BALDURAN ISLAND (SOUTH)

Quest Giver and Location: Kaishas Gan (large building north of your arrival point).

Goal of Quest: Rid the island of the wolf beasts led by Karoug.

Solution Location: Karoug and his band are holed up in the remains of Balduran's ship, which is in the northeast corner of the territory immediately north.

Solution Explanation: You'll need silver or gold weapons or weapons that work against shapechangers to take out Karoug, but you can find what you need in the lair. The quarters are cramped and it's impossible to keep your weaker armed party members protected for long, so only send a couple heavily armed fighters (who have been hasted, protected from evil, charmed, etc. and have taken potions of giant strength, heroism, etc.) and use them to clean out each level. If they need reinforcements, you can either retreat for healing or send reinforcements.

Reward: None directly.

Quest Giver and Location: Delainy (north of house of Kaishas)

Goal of Quest: Retrieve her cloak.

Solution Location: The cloak was picked up by the mage Dradeel and is in a chest in his shack in the northern part of the island.

Solution Explanation: You can take the cloak from Dradeel's locked chest at any time, but to be polite you might want to wait until Dradeel leaves after you complete his quest.



Reward: None. If you're polite to her, she'll give you another quest to retrieve flowers, which you can also find at Dradeel's house.

Quest Giver and Location: Maralee (near the fire south of Kaishas)

Goal of Quest: Rescue her baby.

Solution Location: The baby is in the hands of Karoug and his mate, in the lair on the northern side of the island.

Solution Explanation: See the strategy tips set out above for the quest initiated by Kaishas.

Reward: 4,000 xp. Maralee will also later come to your aid and show you the way to the ship.

Quest Giver and Location: Evalt (fishing, west of your arrival point)

Goal of Quest: Track down his brother.

Solution Location: His brother has been killed by the Sirine Queen, who resides on the west coast of the northern side of the island.

Solution Explanation: The Sirine Queen will tell you that Evalt's brother forced himself on her. If you believe her, you can avoid a fight and take his body back. If you want to get the additional experience points for fighting her, make sure your party is poised to attack quickly to take her out before she can dire charm party members or harm them with her arrows of biting.

Reward: 2,000 xp for returning the body. An extra 900 xp for avoiding a fight



Quest Giver and Location: Farthing (just north of Evalt)

Goal of Quest: Return her doll.

Solution Location: Her doll is in the hands of Palin, who is in the southwest corner of the northern side of the island.

Solution Explanation: Palin will try to lure you into a trap when you meet her, as her mate, as she and her mate, Jondal, who waits nearby, are both wolfweres. Try to keep your distance initially and take them out one at a time with missile weapons. If they reach your party members, make sure it's only your heavily armored fighters that get within the reach of their claws.

Reward: None



The apparently peaceful settlement in the southern portion of Balduran's Island. The house of Kaishas is in the middle of the compound.



Prior to Leaving for the Island

After speaking to Mendas in Ulgoth's Beard, you'll have to return to the northeast corner of the city of Baldur's Gate to retrieve the sea charts requested by Mendas. The charts are in the Counting House in the southeast corner of that portion of the city (separated from the Elfsong tavern by a wall).

Inside the Counting House, you'll be confronted by Ulf (35 hp) and various crewmates. If you indicate you're looking for a port of call, you'll be attacked. However, if you tell Ulf that your business is your own, or that you are there to pay a debt for tea and spices purchased in Kara-Tur, you can avoid a battle at the entrance of the building. Upstairs you'll encounter Captain Tollar Kieres (42 hp) and various merchant league guards, and you can avoid a battle by indicating that you are a new deckhand. The Captain has the sea charts, however, so you'll have to either take him out, pickpocket him, or volunteer to get him an ale from the Blushing Mermaid tavern in the same sector (which will cost you 900 gold or a pickpocket) to get what you need for Mendas.

NPCs in the town: Captain Tollar Kieres, Ulf.

Enemies in this area: potentially Ulf, Captain Tollar Kieres, crew members and merchant league guards.

After Arriving on Balduran's Island

Talk to the child, Solianna, who will tell you of the "beastie" problem the inhabitants of the island are facing. Head into the



makeshift village and talk to Kaishas Gan, at a large building north of your arrival point, who will ask you to rid the island of the wolf beasts, who have a leader named Karoug. Until you speak to Kaishas Gan, most of the occupants of the settlement won't have much to say to you.

Once you have spoken to Kaishas, you can obtain a few additional quests from the other named residents of the settlement. Delainy, who is located just north of the house of Kaishas Gan, will ask you to get her cloak back. Maralee, who waits by the fire south of the house of Kaishas Gan, will ask you to retrieve her baby. Evalt, who is fishing just west of where you arrived on the island, will ask you to track down his brother, whom he thinks has fallen under the spell of a witch on the west of the island. Farthing, who is just north of Evalt, would like you to return her doll.

The building to the far west of the village has a secret exit that you won't be able to access until completing Kaishas' quest.

In various building in the village, you can find the following magic items: potions of healing (cursed), explosions, oil of fiery burning, fire-giant strength, regeneration and agility.

NPCs in this sector: Delainy, Evalt, Farthing, Jorin, Kaishas, Lahl, Maralee, Solianna, Tailas and Taloun.

Magic items in this sector: potions of healing (cursed), heroism, explosions, oil of fiery burning, fire-giant strength, regeneration and agility.

Enemies in this sector: Bears (Brown).



After Completing the Quest Given by Kaishas (SPOILER ALERT):

As soon as you return and report to Kaishas that the wolfweres have been destroyed, she will inform your party members that they have been infected with lycanthropy, and that they are welcome to join their pack. Regardless of how willing your party is to accepting that howling fate, they'll be attacked by "less generous" members of the pack. All of the pack members are werewolves, and Kaishas herself is a Loup Garou (greater werewolf).

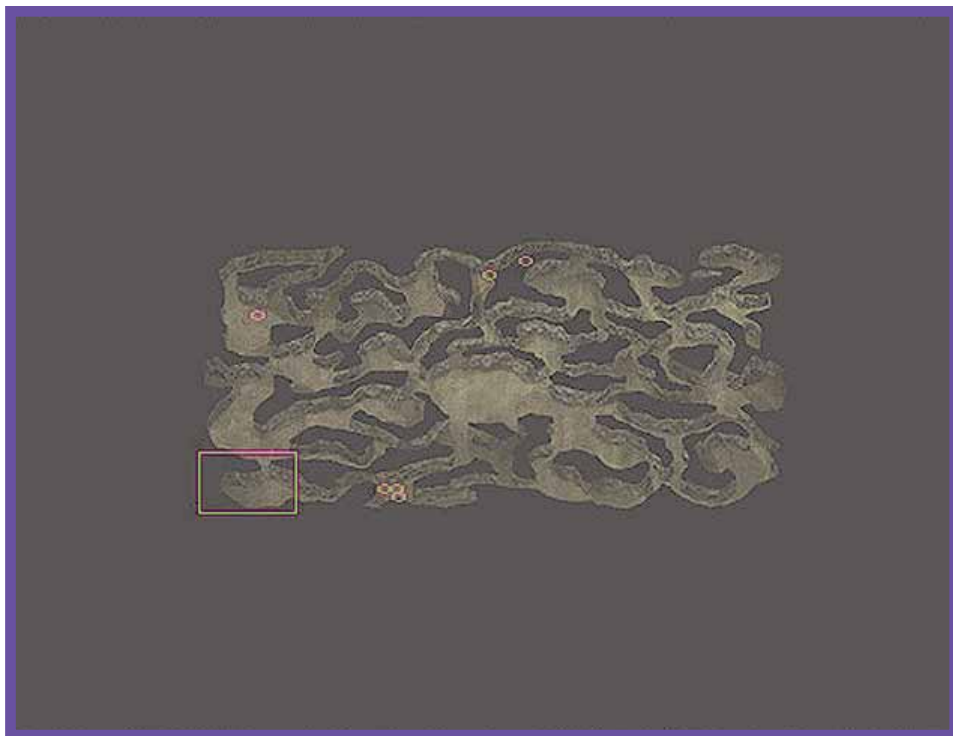
After fighting your way out of the first room, you'll have to make your way to the building to the far west of the village, where there's a secret exit to the caverns leading to the escape ship located on the northern side of the island. If you helped Maralee or Dradeel (who you'll meet on the northern part of the island), they will point you in the right direction to the exit. Other than Kaishas and Maralee, all of the other members of the pack will turn into werewolves and attack as soon as they spot you.

In the caverns, there are a few pairs of werewolves that you'll have to watch out for, and there are several potions lying on the floor of the catacombs (and no traps): potions of cold resistance, defense, healing, speed and storm-giant strength. The exit is to the east, and leads to the escape ship. You'll have to fight Kaishas to take the ship, however, and she'll turn into a Loup Garou and attack. You'll need silver or gold weapons or weapons designed to work against shape-shifters to hurt Loup Garou.

After returning to Mendas in Ulgoth's Beard, you'll be greeted by Baresh, who will inform you that Mendas is Selaad, leader of the



clan of werewolves on Balduran's Island. Baresh will retreat to the house of Mendas. Following him, you'll be attacked by both Mendas and Baresh, who are both Loup Garou. Baresh wears chain mail +3 prior to his transformation.



Here's the catacombs through to the escape ship. There are no traps here, but several pairs of werewolves.

Additional enemies on the island and in Ulgoth's Beard: werewolves, greater werewolves (Loup Garou).

Additional magic items in the catacombs and in Ulgoth's Beard: chain mail +3; and potions of cold resistance, defense, healing, speed and storm-giant strength.



PART 4—BALDURAN ISLAND (NORTH)

Quest Giver and Location: Dradeel (in a shack in the northeast).

Goal of Quest: Retrieve his spellbook.

Solution Location: The spellbook is in the wolfwere lair in the remains of Balduran's ship, which is north of Dradeel's shack.

Solution Explanation: You'll have to fight your way through the lair to get back the book. You'll need silver or gold weapons or weapons designed to attack shapeshifters to take out the leader of



You won't be able to access the escape ship to the east until after solving the quest for Kaishas. The wolfwere lair is in the ship to the northeast.



the wolfweres, Karoug. See the tips under the quest for Kaishas for more information.

Reward: 5,000 xp and Dradeel's help to escape the south of the island.

The Wilderness

Meym, a wolfwere near the south of this area, will try to get information on the town from you. He'll eventually attack if you continue to speak to him.

The sirine queen will speak to you and inform you that Evalt's brother forced himself on her, and she was forced to kill him. If you believe her, you can avoid a fight and walk away with the body of Evalt's brother and 2,000 xp. The sirine queen, and any other sirines in the area, carry arrows of biting.

Palin, who is waiting near the southwest corner of this area, will ask you to join him in an attack. It's a trap, and if you follow him you'll be attacked by a group of wolfweres. Palin carries Farthing's doll. Similarly, Kryla, a wolfwere in human form who is a bit east of Palin, will attempt to lure you to her mate, Jondal, and then they will both attack. Jondal is worth 100 xp more than a normal wolfwere.

Dradeel, who is in a building near Kryla, will ask you to retrieve his spellbook from the lair of the wolfmen. If you agree to help, Dradeel will give you a wolfsbane charm. Inside Dradeel's hut is some wolfsbane, a holy cloak and a staffmace. The cloak and wolfsbane are needed to solve quests for Delainy. When you return the spellbook, Dradeel will immediately depart, giving you 5,000 xp.

The Lair

Conquering the lair of the werewolves involves making your way through four levels of extremely cramped quarters. Since weakly



armored companions will come under attack from formidable melee opponents, you're better off just using 2-3 heavily armored fighters to clear out the lair. Keep your other party members near the staircase so they can come to the aid of your expeditionary fighters if the outcome of any battle is in doubt. Make sure the fighters are hasted or use oil of speed, and use heroism/giant strength potions. Give them the additional assistance of a bless and/or chant spell, and protection from evil as well.

You'll immediately be attacked by a large group of wolves and a wolfwere when you enter the lair. There's a trapped treasure cache nearby (x=687, y=280), which contains darts +1 and a wand of magic missiles.

On the second level of the lair you'll be attacked by a group of wolfweres and a couple of wolves. There's another couple trapped treasure caches on this level (at x=296, y=376 and x=684, y=187), and these ones contain a silver dagger: werebane, and oil of speed and a wand of lightning. There's also an untrapped container that has gauntlets of binding.

The third level has additional wolfweres, grouped tightly together. There are a couple more trapped caches on this level (at x=659, y=164 and x=228, y=467), and these ones contain acid arrows, potions of cloud-giant strength, healing, absorption and antidote. There's also a hidden cache near a cannon at coordinates x=353, y=494 containing arrows +2 and bolts +2.

At the top of the ship is Daese, a werewolf, and Karoug, a greater wolfwere. Karoug is only vulnerable to spells and silver weapons or weapons that work against shapeshifters—ordinary magical weapons are not sufficient. Karoug will also make you an offer to wipe out the rest of the village if you ask to join his clan, but there's no way to take him up on his offer. There's a trap in front of Karoug's desk (x=611, y=206), and the chest (x=448, y=277) near the entryway to this level is also trapped. The desk contains the butter knife of Balduran, Balduran's log book and the Sword of Balduran, while the chest contains Dradeel's spellbook.



Peladan the baby is with Karoug and his mate, as are knave's robes, a shield amulet and a cloak of protection +1.

NPCs in this sector: Dradeel, Jondal, Kryla, Meym, Palin.

Magic items in this sector: butter knife of Balduran; Sword of Balduran; silver dagger: werebane; staffmace; darts +1; arrows of biting; acid arrows; arrows +2; bolts +2; knave's robe; shield amulet; wolfsbane charm; cloak of protection +1; gauntlets of binding; wands of lightning, magic missile; potions of absorption, antidote, cloud-giant strength, healing, oil of speed.

Enemies in this sector: bears (black, brown), sirines, sirine queen, wolfweres (greater and normal), wolves (dire, dread, vampiric, worg).

PART 5— DURLAG'S TOWER

Prior to Entering Durlag's Tower

Erdane, a nonplayer character in the northwest corner of this area, will sell you the following magical items: darts +1; darts of stunning; acid arrows; arrows +1; arrows of fire; bolts +1, bolts of lightning; bullets +1; bullets +2; potions of healing, master thievery, agility, hill-giant strength, antidote and perception; and a wand of fire.

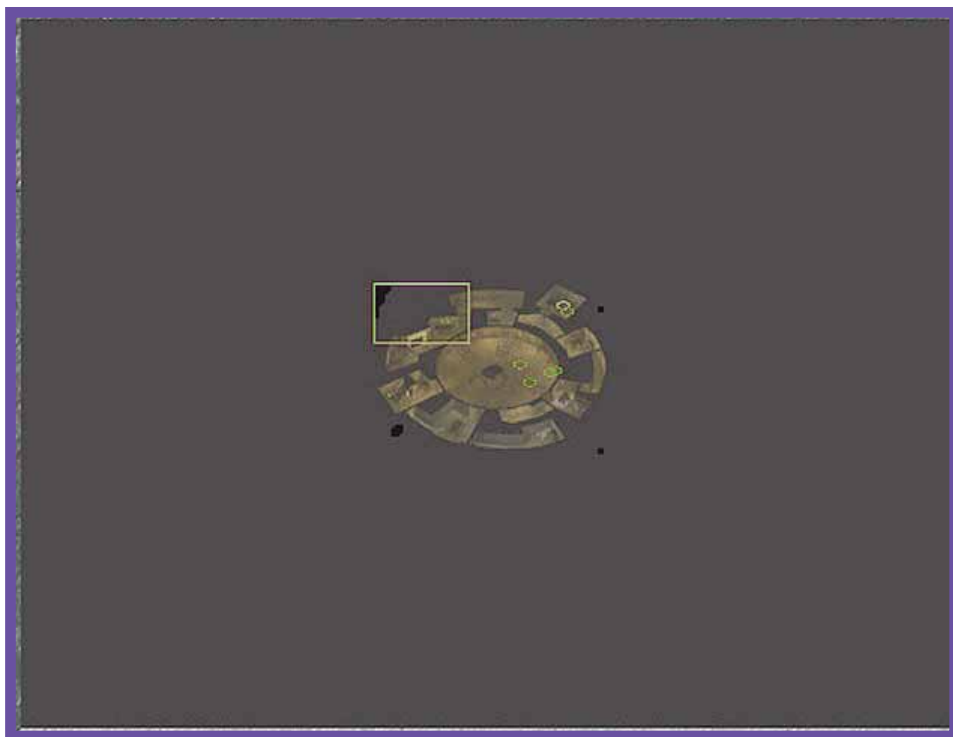


There's only one path to Durlag's Tower, and it is well-guarded by battle horrors, doppelgangers and strategically placed skeleton archers. Look out for the basilisks on the patio of the tower.

There are a pair of battle horrors and a pair of doppelgangers that will block your way on the path to the tower. Advance down the path slowly so that you can take the battle horrors on one at a time, as they are dangerous melee opponents. If you booked a tour with Ike, you can find him up the path.

Entrance Level and Upper Floors

There's a trap (x=469, y=343) to the northwest exit from the central room on the first floor of the tower. If you opted to take



Overhead map of the entrance level to Durlag's Tower. All of the upstairs floors are pretty brief and have a similar layout.

Ike's tour, follow him around and keep talking to him as he tells you more about the history of the tower. Eventually a demon-knight will appear and cast fireball, killing Ike and any nearby tourists. You can't take out the demonknight yet, but you might as well get a few licks in.

The ghosts on the second level of the tower have mage scrolls of mirror image and stinking cloud, and there are some arrows of fire in a locked, trapped chest (x=472, y=776) in the southernmost room on that floor.

There's also traps at the following locations: (second floor) floor at the entranceway to the northwest room (x=429, y=249) and x=154, y=429; the chests in the easternmost room (x=1024, y=540 and x=1184, y=670); on the floor in the southeast corridor



(x=782, y=822); (third floor tower) dire charm trap on altar to northeast (x=1372, 132), which is difficult to disarm, and on chests in southeast (x=1317, y=711) and southwest corners (x=488, y=792); (fourth floor tower) chest in the room to the east (x=1213, y=485).

There's a potion of healing in a northern storeroom on the third floor of the tower, and a tome of understanding on the altar to the northeast of that sector. Riggilo (82 hp) on the third floor is equipped with a short sword +1, leather armor +1 and a potion of cloud-giant strength. In the southeast corner of that floor there's a chest with oil of speed, a wand of lightning and chain mail +1. Leave Riggilo alive if you want to rely upon a sinister solution to Kirinhale's quest. Kirinhale is on the floor above. In the southwest corner of the third floor there are potions of genius, stone form and invulnerability (cursed, petrification).

In the southwest corner of the third floor, there's a ghost mage (54 hp, lvl 12 mage) that will attack you, regardless of the conversation options you choose.

Kirinhale (48 hp), in the southwest corner of the fourth floor of the tower, is a trapped succubus. If you offer to help her by finding someone else to take her place, you can earn 4,000 xp without a fight. Choosing any other option will result in a battle. Just return to Riggilo and choose one of the following options: (a) that you are giving him some nymph's hair as a peace offering; (b) that you are in the same line of work and that you don't want to receive a dagger in the back; or (c) that he shouldn't get bent out of shape when he initially responds suspiciously, and return to Kirinhale to receive your reward. If you choose either of the first two conversation options described above, you'll also receive a potion of cloud-giant strength from Riggilo in return for the hair.

Fighting Kirinhale you'll earn 3,000 xp, her lock of hair and a staff spear +2. Kirinhale is a dangerous opponent, capable of casting domination, invisibility and dimension door at will and



energy draining constitution and dexterity points. In a wardrobe in the southernmost room on the fourth floor are robes of electrical resistance and a cloak of protection +1. There's also a halberd +1 on the weapons rack in the northwest corner of this level, and darts of wounding and darts of stunning in a trapped chest in the easternmost room.

Basement Level

There's a secret door on the northwest wall of the first floor downstairs, which leads to the catacombs. The ghosts on this level floor are carrying a mage scroll of horror, and in the trapped floor stones in the room to the east you can find a ring of protection +1.

There are the following traps in the basement: stinking-cloud trap just southwest of the staircase (x=298, y=418); one to the passageway south (x=603, y=595); three on the pressure plates in the room to the east (all around x=1176, y=396).

NPCs in this area: Erdane, Ghost, Ike, Kirinhale, Riggilo

Magic items in this area: darts of wounding; darts of stunning; darts +1; darts of stunning; acid arrows; arrows +1; arrows of fire; bolts +1, bolts of lightning; bullets +1; bullets +2; halberd +1; staff spear +2; short sword +1; chain mail +1; leather armor +1; ring of protection +1; cloak of protection +1; robes of electrical resistance; tome of understanding; mage scrolls of horror; potions of agility, antidote, cloud-giant strength, genius, healing, hill-giant strength, invulnerability (cursed, petrification), master thievery, oil of speed, perception, stone form; and wands of fire and lightning.

Enemies in this area: basilisks (greater and lesser), demonknight, doppelgangers, ghosts, ghost mage, battle horrors, Kirinhale (succubus).



PART 6—DURLAG'S TOWER CATACOMBS LEVEL I

If you don't have a thief with a disarm trap ability of at least 80 (preferably higher), consider altering membership in your party to fit one in. You should also pick up all of the perception potions you can buy at sorcerous sundries (in the middle, east sector of the city of Baldur's Gate) and at the shop in the High Hedge sector. Having a cleric with the ability to detect traps can be useful, but you'll



Overview of the first level of the catacombs in Durlag's Tower. Don't fight the warders in the open room where they are found. Instead, use the southern or northern passageways to make a stand and take them on from a more defensible position.



still need a thief to disarm them. If you can't adequately detect traps, consider, as a last resort, decking out one of your fighters with boots of speed and all of the magical resistances you can think of, and have the fighter run through corridors well ahead of your party to trigger traps. Some traps on the lower levels, however, are instantly fatal, so this strategy is purely one of desperation.

There are four warders in a room to the west of the entranceway, each of whom will ask you a puzzle that you have to solve to proceed to the next level (2,000 xp each for the first three, 4,000 xp for Love, which you must complete last).

To solve the riddle for the southeast warder (fear): The one to the southeast is looking for you to use a gong. You can find the mallet head in the southeast passageway on a bookshelf (x=3418, y=851) that you can put together with the mallet handle (x=1560, y=1250) found in a barrel in the same room as the warders (touch the anvil in the forge to the north (x=1620, y=205) to fix the mallet, then ring the gong located to the west (x=419, y=1100));

To solve the riddle for the northeast warder (avarice): Retrieve the glittering beljuril (x=1600, y=2080) from the treasure room to the east the one in the northwest corner;

To solve the riddle for the northwest warder (pride): Read the books that boast of Durlag's conquests found in the room in the northwest of the warders (x=140, y=1363, for the room with the books).

To solve the riddle for the southwest warder (love): Can be satisfied by making wine, which you can do by following these steps. Take the "odd looking key" (x=1725, y=2095) from the treasure room to the locked chest (x=1385, y=2275) and obtain the "switch for an engine." The switch needs to be taken to the engine room, and used (at x=2095, y=1525). Take the grapes that can be found back at x=1925, y=2210 and take them to the press



to the southeast of the warders (x=2825, y=1435), to make a bottle of wine.

In the southwest corner of this level there's a bedroom with a side table that you need a key to open. The key can be found in a room northeast of that room, in a little treasure trove. The treasure trove (and the drawer the key opens) contain arrows of fire, arrows of ice, acid arrows, arrows of dispelling, arrows of detonation, darts +1, bullets +1, bullets +2, small shield +1, a mage scroll of chaos and a glittering beljuril gemstone and a switch for an engine. The switch starts the engine in the room northeast of the treasure room.

Once you've solved the four warders' quests, they will transform into Fear (70 hp, xp 2,200), Pride (115 hp, xp 2,500 xp), Avarice (65 hp, xp 2,500) and Love (hp 70, xp 2,200), who act as greater doppelgangers and are capable of casting formidable spells, including cloudkill and skull trap. Fighting the warders in the open is extremely dangerous. You're better off sending a hasted character off to talk to Love, initiating the fight, and then fleeing back to one of the narrow corridors (where the rest of your party should wait), or send a mage who can dimension door to safety. All of your characters should be hasted, and you should summon some monsters or animate some dead to serve as buffers to prevent your characters from having to engage the warders in melee combat. The warders aren't particularly well-equipped, but you can find the level one exit wardstone and a short sword +1 on them.

There are the following traps on this level: one in the entranceway, just below the entry staircase (x=2840, y=571); one on the crate in the passageway south of the entry staircase (x=2949, y=1150); on the bookcases in the room south of the entry staircase (x=3264, y=1231 and x=3438, y=1221 and x=3418, y=851); on the night table in the bedroom to the north (x=1630, y=622); in the corridor leading southwest out of the



bedroom to the north (x=1068, y=1052); the chests in the room north of the entry staircase (x=2157, y=446 and x=2041, y=376) and in the doorway to the room north of that room (x=1892, y=418); on the forge in the room to the north of the entry staircase (x=1552, y=196); in the passageway to the west just south of Durlag's reading room; five in the passageway heading west beyond the warders (around x=1457-1565 and y= 1600-1500); in the next passageway heading west, in the passageway heading southwest; in the closet in the southwest corner; two in the passageway between the southwest treasure room and the engine room (x=1868, y=1916 and x=1716, y=2041); in the passageway leading southeast from the room with the warders (x=2597, y=1421) ; and one in the passageway leading southwest from the wine room (x=279, y=1822).

There are the following magic items on this level: acid arrows and potions of healing in the crate in the passageway south of the entry staircase; bolts of biting, bullets +1 and mage scrolls of minor globe of invulnerability, cloudkill, monster summoning II and monster summoning III in the bookcases in the passageway south of the entry staircase; arrows of biting and a potions of healing and heroism in the barrels near the warders; potions of healing, antidote, master thievery, absorption, perception and cloud-giant strength, darts of wounding, bolts +1, bolts of lightning, darts +1, darts of stunning, bullets +1, bullets +2, sling +1, acid arrows, arrows +1, a mage scroll of hold monster in containers in the northern passageways; skeleton warriors have two-handed swords +1; in the chambers in the southwest corner there are potions of master thieving, heroism, mage scrolls of confusion and feeblemind; a short sword +1 is on one of the warders; Plate mail +3: 'The Practical Defense'.

Enemies in this sector: flesh golems, ghouls, mustard jellies, skeletons, skeleton warriors, spiders (wraith, phase), warders, zombies.



PART 7—DURLAG'S TOWER CATACOMBS LEVEL 2

You can only enter the room to the southwest initially, although by touching the statues that are against the east wall in that room, you'll open the southeast door in the entryway, and by touching the statue against the west wall, you'll open the northwest door in the entryway. The globe in the southwest room is trapped, but inside are some healing potions and an antidote as well as mage scrolls of haste and greater malison.

The southeast door in the entryway leads to a bedroom. In the tables in the bedroom you can find a fuernebol wardstone, which will open the northwest door in the entryway and an Islanne Wardstone, which will open the doorway in the southwest wall of the bedroom, where "Durlag Trollkiller" (a greater doppelganger) waits.

The northwest door in the entry leads to a sparring room that is littered with six traps, and stocked by three sparring dummies. In containers behind the sparring dummies are scrolls of protection from lightning, defensive harmony, oliluke's resilient sphere and champion's strength, potions of master thievery, healing and heroism and arrows +1, arrows +2, acid arrows, arrows of fire, arrows of ice. Attack the practice dummies to open the doors elsewhere in this level (see below for more details).

Going through the doors northeast of the entryway, you'll enter a big throne room, where there's a crown at the base of the throne. Taking the crown, you'll open a door and attract another "Durlag," as well as a "Fuernebol" and an "Islanne." They'll surround you, and then cast stinking-cloud spells and a cloudkill spell, a lethal combination. The cloudkill spell will be cast in the southwest corner of the throne room, so make sure your party is



Overview of the second level of the catacombs in Durlag's Tower, one of the more frustrating levels. The real exit is located in the hidden room farthest south.

out of its area of effect. Once you're prepared for the appearance of the doppelgangers, they aren't too difficult to take out.

The hidden doors just north and south of the entrance in the throne room can be picked open, and the north one will lead to a torture chamber with a blood-filled goblet (Durlag's Goblet) on the floor as well as three traps. The secret door leading south from the throne room leads to a wheel room that is described at the end of this section.

There are eight more traps within the torture chamber room. Two versions of Kiel the Legion Killer (4,000 xp) will appear in the torture room when you read the book "face my demons." Initially the Kiels may take the form of other members of Durlag's clan. Regardless of form, Kiel is capable of casting lightning bolt spells,



and should be taken out quickly. There's a trapped pot in the room beyond the torture chamber, and the pot contains a teleportation wardstone, which lights up the symbol in front of the pot. There's a similar pot, also trapped, on the other side of the symbol. Inside the room beyond the pots is a trap near the book on the floor, as well as four trapped basins (each of which holds a potion of healing). The passageway southeast leads to a room that will seal itself behind you, and the statue in the room will cast cloudkill spells on you. Quickly open the statue and take the level two exit wardstone, open the door and flee out of range of the cloudkill spells. Beside the statue are two pots with potions of master thievery, freedom, oil of speed, mage scroll of emotion, polymorph self, bullets +1, bullets +2, bolts of biting and arrows +1. Pause the game every time you loot one of the pots and the statue to avoid taking damage from the cloudkill spells.

Through the passageway southwest of the previous room, you'll enter a passageway filled with ghosts, with a couple of traps at the end of the corridor, and a fake staircase (which is also trapped).

Off to the southeast of the staircase room, there is a room full of dwarven doomguards near the resting body of Kiel the Legion Killer. The chest at the end of the bed of Kiel is trapped, but inside the chest is a morningstar (Kiel's Morningstar) and shield (Kiel's Shield) as well as some potions of healing. Taking the morning star or shield from the chest will cause the doomguards to attack. The other chest in the room contains potions of hill-giant strength and frost-giant strength.

The room directly south of the fake staircase room (accessible through a hidden door) leads to another staircase, which is the actual staircase to the next level.

In the southeast corner of this level is a room with lava and bridges over it (accessible through a passageway from the dwarven doomguard room), and traps at its entrances. On the bridges are greater doppelgangers of Kiel the Legion Killer,



Fuernebol and Islanne. In the north corner of that room is a trapped treasure niche, containing scrolls of protection from evil ten-foot radius and chaotic commands.

The door in the northeast wall of the previous room leads to a storeroom, in the far eastern corner of this level. The storeroom is full of traps, but the ones leading through the room are relatively easy to disarm (unlike the ones near the sides of the room, which are much tougher). The passageway to the north has a "killer" trap (just look for the body on the floor), which is easily disarmed. The passageway leads into a wheel room (use the mechanism on the north side to open a passageway to the staircase to the next level, if you need one).

How to open all of the doors: This level can be confusing, because it's easy to block yourself into an apparent dead end. There'll always be a way out, but you might have to backtrack. There's a variety of ways through the level, but here's how to open most of the doors in case you need help: statue trigger at x=945, y=1290 opens the door at x=1320, y=1015; statue trigger at x=1075, y=1390 opens the door at x=1565, y=1150, which is also triggered by attacking the dummy at x=1210, y=820; the dummy at x=1145, y=835 opens the door at x=960, y=950; the wardstone you'll find at x=1925, y=1170 opens the door at x=1530, y=1000; grabbing the crown in the throne room at x=2105, y=545 will open the doors at x=1610, y=725 and x=1835, y=900; and the eleven switches (five in the top row and six in the bottom row) in the room at x=2090, y=875 will open the following doors (starting with the top row, going left to right): switch one x=1320, y=996, switch two x=1545, y=1165, switch three x=1530, y=995, switch four x=980, y=1200, switch five x=940, y=970, switch six x=1230, y=1355, switch seven x=1565, y=1345, switch eight x=2370, y=900, switch nine x=1835, y=1300, switch 10 x=1615, y=720, switch 11 x=1840, y=925.



Magic items on this level: arrows +1; arrows +2; acid arrows; arrows of fire; arrows of ice; bullets +1; bullets +2; bolts of biting; Kiel's Morningstar; Kiel's Shield; Kiel's Helm, potions of antidote, freedom, frost-giant strength, healing, heroism, hill-giant strength, master thievery, oil of speed; and scrolls of champion's strength, chaotic commands, defensive harmony, emotion, haste, greater malison, oliluke's resilient sphere, polymorph self, protection from evil ten-foot radius, protection from lightning.

Enemies on this level: greater doppelgangers, Fuernebol, ghastrs, Islanne, Kiel the legion killer.

PART 8—DURLAG'S TOWER CATACOMBS LEVEL 3

There's a recurring fireball blast that appears out of the entry room. On the bodies in the entryway, you can find potions of freedom and healing, darts of wounding, darts of stunning, arrows +1, arrows of ice. The exit to the southeast leads to some natural caverns haunted by some greater ghouls, while the exit to the southwest leads to a group of skeletons armed with arrows of fire. The exit to the northwest leads to a giant cavern with the remains of an ancient wyrm as well as three very live greater wyverns.

The natural caverns have a few traps (three difficult ones along the passageway immediately to the right of your party upon entering the area, and another in the middle of the caverns, and one on the statue in the middle of the cavern). The statue contains healing potions and one of master thievery, darts of stunning, mage scrolls of hold monster and domination, and a battle axe (Bala's Axe). In a dead end, trapped passageway near the far



eastern corner of this level, there is an invisible ashirukuru. Cast detect invisibility or invisibility purge in this area to avoid being backstabbed by the ashirukuru. There are several more ashirukuru, and they tend to target lightly armored members in your party, where they can do maximum damage. Casting area-of-effect spells such as grease, stinking cloud and web can also help you to ferret them out.

The area south of the giant fern plant is trapped, as is the dead-end passageway directly north of the fern, where another ashirukuru awaits. Another ashirukuru lurks to the southwest of the caverns in the exit. Don't go around the south route to the exit, unless you have a capable thief that can disarm the formidable trap that guards that route.



The body of a dead, giant wyrm dominates this level. Unfortunately, there are some very real and dangerous greater wyverns in that cavern.



West through the exit from the natural caverns, you'll find a room full of sculpted heads. There are some arrows of fire on the floor, but the floor nearby is trapped.

In the large room with the wyrm remains at the far western point of this level are three formidable greater wyverns. A skeleton located near the northeast portion of this room will inform you that you can gain the assistance of five heroes to help you slay the wyverns. The heroes will collectively be able to dispatch the wyverns without your help, but you might want to send them up against the last wyvern one at a time, so that you won't have to fight the heroes yourself after the wyverns are all dead. The last wyvern may kill off all of the heroes, but it'll be so badly damaged that you should be able to take it out easily. Retreat through the narrow passageway at the southwest end of the room if you want to get away from any wyverns. The heroes are equipped with a long sword +1, a scroll of infravision and arrows of ice.

The skeletons in the room southwest of the entrance to this level are equipped with acid arrows, arrows of fire, arrows of ice, arrows of dispelling, potions of healing, bullets +2, bolts +1. There are traps on some of the gangways to the platforms that the skeletons are perched upon.

The northernmost of the four elemental "test" rooms is the cold room, manned by winter wolves and Kaldrun the Bear (who, like the wolves, is capable of launching a ranged frost attack). Sending a few fireballs at the bear as soon as you enter the room will end the battle in a hurry. The room immediately south of the previous one is the "slime" room, where a fission slime awaits. Make sure you use fire to take out the slime or you'll just cause it to multiply. In the next room south you'll initially be confronted by an air aspect, which looks like a baby wyvern but is considerably more vicious. Advance slowly into this room and take out the air aspect. Once it's gone, cast detect invisibility and continue advancing slowly through the room. There are three invisible stalkers in the room, but you can take them on one at a time if you advance



slowly. With capable missile weapons, you'll be able to strike each of them down before they can reach your party. The last room, the farthest one south, contains a phoenix guard, who you should take out with missile weapons. He'll explode into a fireball when you take him out, and may return, forcing you to take him out again. Once you've defeated all of the elemental rooms, you'll immediately be transferred to the chess room.

Obey the rules given at the beginning of the chess game to spare your party some pain. It's easiest to not move your party members at all, so you don't have to risk breaking the rules. Launch area-of-effect spells such as fireball, stinking cloud and web while you pick off enemies with missile weapons. The Queen is a dangerous spellcaster, so focus your attacks on her once she makes an appearance. Don't let any of the pawns reach your end of the board, where they can be transformed into Queens. The king is equipped with darts of stunning, a potion of frost-giant strength, scrolls of emotion, champion's strength, protection from evil ten-foot radius, remove curse and a two-handed sword +3: 'the world's edge', and the rooks are equipped with arrows +2. Once all of the enemy pieces have been dispatched, you don't have to worry about the rules and can walk through the room normally. The exit to the fourth floor is to the east.

Magic items on this level: darts of wounding; darts of stunning; arrows +1; arrows +2; arrows of ice; arrows of fire; arrows of dispelling; acid arrows; bullets +2; bolts +1; long sword +1; two-handed sword +3: 'the world's edge'; battle axe: 'Bala's Axe'; potions of freedom, frost-giant strength, healing, master thievery; and scrolls of champion's strength, domination, emotion, hold monster, infravision; protection from evil ten-foot radius, remove curse.

Enemies on this level: air aspect, ashirukurus, chess pieces, fission slime, greater ghouls, greater wyverns, invisible stalkers, Kaldrun the bear, phoenix guard, skeletons, winter wolves.



PART 9—DURLAG'S TOWER CATACOMBS LEVEL 4

After talking to Durlag, if you wander through the western door you'll pass through a lava room and be forced to turn north, where there's a trap at the entrance to a large room containing sword spiders, astral phase spiders, phase spiders and ettercaps. A stone golem waits in the northeast corner of the room, and he'll ask you a series of questions: who the eldest son of Durlag is (answer: Kiel); the last name of Durlag (answer: trollkiller); the second name of Durlag's father, Bolher (answer: thunderaxe); mother of the clan (answer: Islanne). After answering the questions correctly, you'll be transported to a room with stone golems, where the one to the northeast will ask you a question about Durlag's pain. The answer can be found by talking to the other golems (answer: west, south, east, north). There's a trapped exit in the eastern corner of the room, which lead to a corridor and a room where you have to insert the bone wardstone into a machine to disable rune traps in the room to the east.

In the northern portion of the room with the rune carpet, you'll be transferred to another room with stone golems, who will ask you to trace the fear of Durlag (answer: it began with Durlag and his need for a home...). Don't walk across the rune carpet—either turn off the traps by getting the bone rune in the room north of this one, or just go around the side of the rune carpet. There are two trapped chests in this room that collectively contain the following magic items: mace +2: 'Krotan's Skullcrusher, leather armor +3 and a large shield +2.

Down the corridor east of Durlag's phantom, there is a secret door that leads to some slime-filled natural caverns, which are



**The last level of Durlag's Tower is huge, but easier to explore than some of the previous levels.
The demonknight's lair is to the east.**

occupied by some greater ghouls, crypt crawlers and the occasional ghost. Don't step in the slime or you'll take damage. In the containers in the room you can find the following items: potion of master thievery, antidote, healing, oil of speed, fire-giant strength, frost-giant strength, freedom, arrows +1, arrows of fire, bullets +2, bullets +2, bolts of biting, darts of wounding, wand of lightning, wand of monster summoning, and a wand of fire. You can find scrolls of stinking cloud, resist fear, know alignment, invisibility and web on the ghouls.

Continuing down the corridor east of Durlag's phantom, you'll run into a similar phantom of Islanne, who will offer to send you out of the tower. In the corridor north of her is a room guarded by a pair of helmed horrors. The forge in the middle is trapped, but



contains oil of speed, healing potions, darts +1, arrows +2, bolts of biting, bullets +2, a war hammer +1, and the bone wardstone.

There's a couple of secret rooms near the southeast corner of this level, and several more in the western portion of this level (two of which are accessible only through slime pools). The secret doors in the southeast corner of this level lead to a room with a trapped chest that contains a long sword +1, flame tongue: 'the burning earth' and a staff of striking. There are traps every half screen or so in the corridors at the far east of this level, leading to a throne room accessible only with the compass wardstone in your possession. In the throne room there is a cache of gems and a short sword +1. The throne will take you to another room of stone golems (answer: Durlag is to blame, although the blame begins with the invaders).

Through the series of hidden doors leading to the western portion of this level (through a slime pit), you'll find Graef, a greater ghoul that guards Durlag's body. Graef will warn you of a Tanar'ri if you speak to him sympathetically. Graef has the compass wardstone on him, and the outcrop nearby has some bracers of defense AC8.

After you solve all three of the golem confrontations, Durlag will lead you to the root of evil at the tower. Follow him until you meet Clair De'Lain, who will give you some advice about confronting the demonknight. In a trapped container in Clair's room is a cloak of the shield.

The demonknight is holding the soultaker dagger and a large shield +1. You can avoid a direct fight with the demonknight by pulling open the mirror beside him, which will let out mirrorfiend doppelgangers of your party and of the demonknight. Spreading out your party will minimize damage from the demonknight's fireballs. Prior to entering the final room in the tower, you should cast haste on your party, arm your fighters with potions of heroism and giant strength, cast chant, bless, protection from evil and protection from fire on your party members, and have your thieves hide in shadows



or become invisible so that they can go for backstabbing attacks. The demonknight has 125 hp and is worth 15,000 xp. Dalton can be released after you've dispatched the demonknight.

NPCs on this level: Clair De'Lain, Dalton, Durlag, Grael, Islanne.

Magic items on this level: arrows +1; arrows of fire; bullets +2; bolts of biting; darts of wounding; war hammer +1; long sword +1, flame tongue: 'the burning earth'; staff of striking; short sword +1; mace +2: 'Krotan's Skullcrusher'; sling +3; leather armor +3; large shield +1; large shield +2; bracers of defense AC8; cloak of the shield; wands of lightning, fire, and monster summoning; potions of antidote, fire-giant strength, freedom, frost-giant strength, healing, master thievery and oil of speed; and scrolls of invisibility, know alignment, stinking cloud, resist fear and web.

Enemies on this level: crypt crawlers, demonknight, ettercaps, ghastrs, greater ghouls, helmed horrors, spiders (astral phase, phase, sword).

PART 10—RETURN TO ULGOTH'S BEARD AND THE ENDGAME

Confrontation with the Cult

Returning to Ulgoth's Beard, you'll immediately be attacked by cult enforcers, cult archers, cult assassins and cult guards, who will take the soultaker dagger. The assassins are invisible and will



go for backstabbing attacks, so try to reveal them by casting invisibility purge or detect invisibility. Casting entangle, web, stinking cloud or grease on the cult members in front of your party to slow them down. Summon a few animals or monsters to draw off some of the cult members, and cast haste to give your members an opportunity to get off additional attacks. Spells you cast immediately prior to heading to Ulgoth's Beard should still be in force (nonsensical as it may seem). The cult members are equipped with potions of heroism, arrows of biting, a long sword +1, a wand of monster summoning and knave's robes.

Speak to Hurgen Stoneblade in the inn to learn more of the cult's intentions, and then head to the headquarters (stopping at Thrella's house if you want to learn of Dalton's further adventures). There's a guard outside the cult headquarters, and as soon as you talk to him, several more guards will appear from the building around the headquarters. If you want to prepare for them, cast summon animals/monsters or animate dead around the sides of the building to immediately challenge cult members that appear, allowing your party members to engage the opponents of your choosing in relative safety.

Inside the cult headquarters, you'll face another tough battle. There are two cult assassins who are invisible and who will backstab party members on the flanks. It's very difficult to avoid those attacks, as you don't have sufficient time to cast invisibility purge or detect invisibility, so either grin and bear the attacks or leave vulnerable party members out of room until the assassins appear. Once again, summoned creatures and animated dead can be extremely helpful. Your welcoming party is armed with arrows of biting, a quarter staff +1, a wand of frost, knave's robes, a long sword +1, a wand of sleep and traveler's robe.

New magic items in the town: arrows of biting, quarter staff +1, long sword +1, wand of frost, wand of sleep, wand of monster-summoning, traveler's robe, knave's robe and potions of heroism.



Battle with Aec'Letec

Prior to going downstairs, be well-prepared with a hasted party, protected by spells such as chant, bless, call upon holy might and protection from evil and pumped up with oil of speed, heroism and giant strength potions. You have an opportunity to get a quick attack in before being confronted by Tracea Carol. Use the opportunity to get a few hits in on her and, more importantly, to summon some more creatures and to animate some skeletons in front of your party.

Tracea will release Aec'Letec, a formidable Tanar'ri. Put a few of your summoned creatures between you and Aec'Letec, whom you should initially ignore. Take out Tracea quickly, and then start taking out the six cult guards that are spread out around the Tanar'ri. Although the guards won't attack you directly, Aec'Letec will possess their bodies if you knock all his hit points off, so don't even bother trying to attack Aec'Letec until all of the cult guards are dead. Divide up your party's attacks so that you can take out the cult guards as soon as possible. Aec'Letec will paralyze your party members, but his most dangerous attack is his death gaze, which he can use once per combat round. If a victim of his gaze fails to make a saving throw, the victim will be paralyzed and start to die. If the victim's paralysis is not dispelled within 20 seconds, the victim will be permanently slain and transformed into a ghoul. Don't bother casting spells at Aec'Letec, just concentrate on taking him out with your most powerful melee and missile weapons once all of the cult guards are gone, ensuring that you dispel the death gaze's effects before losing any characters.

Return to Sarevok

Once the Tales of the Sword Coast quests have been completed, you'll ultimately want to confront Sarevok in the Undercity. The



final confrontation with Sarevok is still tough (and has been made a little more challenging), but it should be easier than ever with your more powerful party. Disarm the traps near the entranceway and along either the west or east side of the room, advancing slowly.

As soon as it is in sight, cast fireball or throw an oil of fiery burning at the elevated area past the symbol to attract the attention of Sarevok and his crew. Sarevok is immune to magic spells but very vulnerable to magical weapons. While you can summon some creatures to distract Sarevok and his minion's attacks, it isn't really necessary to do so. You should just concentrate your missile attacks at Sarevok as soon as he appears. Once he's in range, have a couple of heavily armored fighters finish him off with their best melee weapons. After your successes in Durlag's Tower and back in Ulgoth's Beard, the battle with Sarevok is comparatively easy.

TIME TO LEARN MORE ABOUT THE ITEMS...

CHAPTER Three

The Items





The following lists provide detailed statistics on all of the weapons, armor, potions and miscellaneous magic items that can be found in the new territories. For comparative purposes, non-magical equivalents of various items are also commonly provided. Items that weren't in the original game are in italics. The numbers in parenthesis next to the name of each item indicate in which of the ten parts of the area walk-throughs that item can be located. Check out the individual area walk-throughs for more detailed information on the locations of the magic items.

WEAPONS

Axes

BATTLE AXE

Damage and damage type: 1d8, slashing

Weight: 7

Speed factor: 7

Proficiency: Axe

Type: One-handed

Not usable by the following classes: Druid, cleric, mage, thief



BALA'S AXE: 'WIZARD SLAYER' (8)

Damage and damage type: 1d8, slashing (miscast magic with each successful hit)

Weight: 6

Speed factor: 7

Proficiency: Axe

Type: One-handed

Not usable by the following classes: Druid, cleric, mage, thief

Blunt Weapons

MACE

Damage and damage type: 1d6+1, crushing

Weight: 8

Speed factor: 6

Proficiency: Blunt weapons

Type: One-handed

Not usable by the following classes: Druid, mage, thief

MACE +2: 'KROTAN'S SKULLCRUSHER' (9)

Damage and damage type: 1d6+3, crushing (+2 to hit)



Weight: 7

Speed factor: 5

Proficiency: Blunt weapons

Type: One-handed

Not usable by the following classes: Druid, mage, thief

QUARTER STAFF

Damage and damage type: 1d6, crushing

Weight: 4

Speed factor: 4

Proficiency: Blunt weapons

Type: Two-handed

Not usable by the following classes: n/a

QUARTER STAFF +1 (10)

Damage and damage type: 1d6+1, crushing

Weight: 4

Speed factor: 3

Proficiency: Blunt weapons

Type: Two-handed

Not usable by the following classes: n/a



QUARTER STAFF +3, 'AULE'S STAFF' (1)

Damage and damage type: 1d6 +3

Weight: 3

Speed factor: 1

Proficiency: Blunt Weapons

Type: Two-handed

Not usable by the following classes: n/a

STAFF MACE (4)

Damage and damage type: 2d4+2, crushing

Weight: 4

Speed factor: 2

Proficiency: Blunt weapons

Type: One-handed

Not usable by the following classes: n/a

STAFF OF STRIKING (9)

Damage and damage type: 1d6 +9 (+3 to hit) uses charges with each attack

Weight: 4

Speed factor: 1

Proficiency: Blunt weapons



Type: One-handed

Not usable by the following classes: n/a

STAFF SPEAR +2 (5)

Damage and damage type: 1d8+3, piercing

Weight: 4

Speed factor: 4

Proficiency: Staff (blunt weapons)

Type: Two-handed

Not usable by the following classes: n/a

WAR HAMMER

Damage and damage type: 1d4+1, crushing

Weight: 6

Speed factor: 4

Proficiency: Blunt weapons

Type: One-handed

Not usable by the following classes: Druid, mage, thief

WAR HAMMER +1 (1), (9)

Damage and damage type: 1d4+2, crushing

Weight: 6

Speed factor: 3



Proficiency: Blunt weapons

Type: One-handed

Not usable by the following classes: Druid, mage, thief

Bows

ARROW

Damage and damage type: 1d6 (piercing)

Weight: 0

Speed factor: n/a

Proficiency: Bow

Type: n/a

Not usable by the following classes: Druid, cleric, mage

ARROW +1 (5), (6), (7), (8), (9)

Damage and damage type: 1d6 +1 (piercing)

Weight: 0

Speed factor: n/a

Proficiency: Bow

Type: n/a

Not usable by the following classes: Druid, cleric, mage



ARROW +2 (1), (4), (7), (8)

Damage and damage type: 1d6 +2 (piercing)

Weight: 0

Speed factor: n/a

Proficiency: Bow

Type: n/a

Not usable by the following classes: Druid, cleric, mage

ACID ARROWS (1), (4), (5), (6), (7), (8)

Damage and damage type: 1d6+1, special 2d6 acid damage

Weight: 0

Speed factor: n/a

Proficiency: Bow

Type: n/a

Not usable by the following classes: Druid, cleric, mage

ARROWS OF BITING (4), (6), (10)

Damage and damage type: An additional 30 percent of maximum hp within 20 seconds unless save vs. death made

Weight: 0

Speed factor: n/a



Proficiency: Bow

Type: n/a

Not usable by the following classes: Druid, cleric, mage

ARROWS OF DISPELLING (8)

Damage and damage type: 1d6 dispel magic effecting target

Weight: 0

Speed factor: n/a

Proficiency: Bow

Type: n/a

Not usable by the following classes: Druid, cleric, mage

ARROWS OF FIRE (5), (7), (8), (9)

Damage and damage type: An additional 1d6 of fire damage, avoidable if a save vs. spell is made

Weight: 0

Speed factor: n/a

Proficiency: Bow (Scott: this "n/a" was on it's own line)

Not usable by the following classes: Druid, cleric, mage

ARROWS OF ICE (7), (8)

Damage and damage type: An additional 1d6 of cold damage, no save



Weight: 0

Speed factor: n/a

Proficiency: Bow (This "n/a" was on it's own line also)

Not usable by the following classes: Druid, cleric, mage

Missile Weapons - Crossbows

BOLT

Damage and damage type: 1d8, missile (piercing)

Weight: 0

Speed factor: n/a

Proficiency: Missile weapons

Type: n/a

Not usable by the following classes: Druid, cleric, mage, thief

BOLT +1 (1), (5), (6), (8)

Damage and damage type: 1d8+1, missile (piercing)

Weight: 0

Speed factor: n/a

Proficiency: Missile weapons

Type: n/a

Not usable by the following classes: Druid, cleric, mage, thief



BOLT +2 (4)

Damage and damage type: 1d8+2, missile (piercing)

Weight: 0

Speed factor: n/a

Proficiency: Missile weapons

Type: n/a

Not usable by the following classes: Druid, cleric, mage, thief

BOLT OF BITING (6), (7), (9)

Damage and damage type: 1d8, missile (piercing), 30 poison damage in 15 seconds (save vs. death for none)

Weight: 0

Speed factor: n/a

Proficiency: Missile weapons

Type: n/a

Not usable by the following classes: Druid, cleric, mage, thief

BOLT OF LIGHTNING (1), (5), (6)

Damage and damage type: 1d8, plus 4d4 electrical damage

Weight: 0

Speed factor: n/a

Proficiency: Missile weapons

Type: n/a

Not usable by the following classes: Druid, cleric, mage, thief



Missile Weapons—Darts

DART

Damage and damage type: 1d3, missile (piercing)

Weight: 0

Speed factor: 2

Proficiency: Missile weapons

Type: One-handed

Not usable by the following classes: Cleric

DART +1 (1), (4), (5), (6)

Damage and damage type: 1d3 +1, missile (piercing)

Weight: 0

Speed factor: 1

Proficiency: Missile weapons

Type: One-handed

Not usable by the following classes: Cleric

DARTS OF WOUNDING (5), (6), (8), (9)

Damage and damage type: 1d3 +20 poison damage in 20 seconds (save vs. death for none)

Weight: 0



Speed factor: 2

Proficiency: Missile weapons

Type: One-handed

Not usable by the following classes: Cleric

DARTS OF STUNNING (1), (5), (6), (8)

Damage and damage type: 1d3 + (save vs. spell or be stunned for 7 rounds)

Weight: 0

Speed factor: 2

Proficiency: Missile weapons

Type: One-handed

Not usable by the following classes: Cleric

Missile Weapons—Slings

BULLET

Damage and damage type: 1d4+1 (piercing)

Weight: 0

Speed factor: n/a

Proficiency: Missile weapons

Type: n/a

Not usable by the following classes: n/a



BULLET +1 (5), (6), (7)

Damage and damage type: 1d4+2 (piercing)

Weight: 0

Speed factor: n/a

Proficiency: Missile weapons

Type: n/a

Not usable by the following classes: n/a

BULLET +2 (1), (5), (6), (7), (8), (9)

Damage and damage type: 1d4+3 (piercing)

Weight: 0

Speed factor: n/a

Proficiency: Missile weapons

Type: n/a

Not usable by the following classes: n/a

SLING

Damage and damage type: By bullet (piercing)

Weight: 0

Speed factor: 6

Proficiency: Missile weapons

Type: One-handed

Not usable by the following classes: n/a



SLING +1 (6)

Damage and damage type: By bullet +1, piercing

Weight: 0

Speed factor: 5

Proficiency: Missile weapons

Type: One-handed

Not usable by the following classes: n/a

SLING +3: 'ARLA'S DRAGONBANE' (9)

Damage and damage type: By bullet +3, piercing

Weight: 0

Speed factor: 3

Proficiency: Missile weapons

Type: One-handed

Not usable by the following classes: n/a

Spears

HALBERD

Damage and damage type: 1d10, piercing

Weight: 15

Speed factor: 9



Proficiency: Spear

Type: Two-handed

Not usable by the following classes: Druid, cleric, mage, thief

HALBERD +1 (5)

Damage and damage type: 1d10+1, piercing

Weight: 14

Speed factor: 8

Proficiency: Spear

Type: Two-handed

Not usable by the following classes: Druid, cleric, mage, thief

Spiked Weapons

MORNING STAR

Damage and damage type: 2d4, crushing

Weight: 12

Speed factor: 7

Proficiency: Spiked weapons

Type: One-handed

Not usable by the following classes: Druid, mage, thief



KIEL'S MORNINGSTAR (CURSED) (7)

Damage and damage type: 2d4+3, crushing (instills a berserker fury in its wielder)

Weight: 10

Speed factor: 4

Proficiency: Spiked weapons

Type: One-handed

Not usable by the following classes: Druid, mage, thief

Sword (Small)

DAGGER

Damage and damage type: 1d4, piercing

Weight: 1

Speed factor: 2

Proficiency: Sword (small)

Type: One-handed

Not usable by the following classes: Cleric

SILVER DAGGER: WEREBANE (4)

Damage and damage type: 1d4+1 (+4 vs. lycanthropes) piercing



Weight: 1

Speed factor: 2

Proficiency: Sword (small)

Type: One-handed

Not usable by the following classes: Cleric

SHORT SWORD

Damage and damage type: 1d6, piercing

Weight: 3

Speed factor: 3

Proficiency: Sword (small)

Type: One-handed

Not usable by the following classes: Cleric, druid, mage

SHORT SWORD +1 (5), (6), (9)

Damage and damage type: 1d6+1, piercing

Weight: 2

Speed factor: 3

Proficiency: Sword (small)

Type: One-handed

Not usable by the following classes: Cleric, druid, mage



Sword (Large)

BASTARD SWORD

Damage and damage type: 2d4, slashing

Weight: 10

Speed factor: 8

Proficiency: Sword (large)

Type: One-handed

Not usable by the following classes: Druid, cleric, mage, thief

BASTARD SWORD +1/+3 VS. SHAPESHIFTERS (1)

Damage and damage type: 2d4+1, +3 vs. shapeshifters, slashing

Weight: 9

Speed factor: 7

Proficiency: Sword (large)

Type: One-handed

Not usable by the following classes: Druid, cleric, mage, thief

SWORD OF BALDURAN (4)

Damage and damage type: 2d4 (+4 vs. lycanthropes) slashing

Weight: 12



Speed factor: 7

Proficiency: Sword (large)

Type: One-handed

Not usable by the following classes: Druid, cleric, mage, thief

SCIMITAR

Damage and damage type: 1d8

Weight: 4

Speed factor: 5

Proficiency: Sword (large)

Type: One-handed

Not usable by the following classes: Cleric, mage, thief

LONG SWORD

Damage and damage type: 1d8, slashing

Weight: 4

Speed factor: 5

Proficiency: Sword (large)

Type: One-handed

Not usable by the following classes: Druid, cleric, mage

LONG SWORD +1 (8), (10)

Damage and damage type: 1d8+1, slashing

Weight: 4



Speed factor: 4

Proficiency: Sword (large)

Type: One-handed

Not usable by the following classes: Druid, cleric, mage

LONG SWORD +1, FLAME TONGUE: 'THE BURNING EARTH' (9)

Damage and damage type: 1d8+1, +2 vs. regenerating creatures, +3 vs. cold-using creatures, +4 vs. undead

Weight: 4

Speed factor: 3

Proficiency: Sword (large)

Type: One-handed

Not usable by the following classes: Druid, cleric, mage

TWO-HANDED SWORD

Damage and damage type: 1d10, slashing

Weight: 15

Speed factor: 10

Proficiency: Sword (large)

Type: Two-handed

Not usable by the following classes: Druid, cleric, mage, thief



TWO-HANDED SWORD +1 (6)

Damage and damage type: 1d10+1, slashing

Weight: 12

Speed factor: 9

Proficiency: Sword (large)

Type: Two-handed

Not usable by the following classes: Druid, cleric, mage, thief

TWO-HANDED SWORD +3: 'THE WORLD'S EDGE' (8)

Damage and damage type: 1d10+3, slashing

Weight: 9

Speed factor: 7

Proficiency: Sword (large)

Type: Two-handed

Not usable by the following classes: Druid, cleric, mage, thief

ARMOR TYPES

Shields

BUCKLER

AC: AC 1 bonus



Special abilities: No missile weapon or piercing attack protection

Weight: 2

Not usable by: Mage

KIEL'S BUCKLER (7)

AC: AC 1 bonus

Special abilities: +1 dexterity when equipped

Weight: 2

Not usable by: Mage

LARGE SHIELD

AC: AC 1 bonus

Special abilities: +1 vs. missile weapons

Weight: 14

Not usable by: Bard, druid, mage, thief

LARGE SHIELD +1 (1), (9)

AC: AC 2 bonus

Special abilities: +1 vs. missile weapons

Weight: 12

Not usable by: Bard, druid, mage, thief



LARGE SHIELD +2 (9)

AC: AC3 bonus

Special abilities: +1 vs. missile weapons

Weight: 4

Not usable by: Bard, druid, mage, thief

Mage Robes

KNAVE'S ROBE (2), (4), (10)

AC: n/a

Special abilities: AC+1 vs. slashing weapons, +1 saving throw vs. death

Weight: 4

Not usable by: Only usable by mages

MAGE ROBE OF ELECTRICAL RESISTANCE (5)

AC: n/a

Special abilities: +20 percent bonus to electrical resistance

Weight: 3

Not usable by: Only usable by mages



TRAVELER'S ROBE (2), (10)

AC: n/a

Special abilities: +1 bonus vs. missile weapons, +1 saving throw vs. breath

Weight: 4

Not usable by: Mage

Armor

LEATHER

AC: 8

Special abilities: n/a

Weight: 15

Not usable by: Mage

LEATHER +1 (5)

AC: 7

Special abilities: n/a

Weight: 10

Not usable by: Mage

LEATHER +3 (9)

AC: 5

Special abilities: n/a



Weight: 5

Not usable by: Mage

HIDE ARMOR

AC: 6

Special abilities: Lowers thieving abilities: open locks-10%, stealth-20%, find traps-20%

Weight: 40

Not usable by: Mage

CHAIN MAIL

AC: 5

Special abilities: n/a

Weight: 40

Not usable by: Druid, mage, thief

CHAIN MAIL +1 (5)

AC: 4

Special abilities: n/a

Weight: 20

Not usable by: Druid, mage, thief



CHAIN MAIL +3 (1)

AC: 2

Special abilities: n/a

Weight: 9

Not usable by: Druid, mage, thief

PLATEMAIL

AC: 3

Special abilities: n/a

Weight: 50

Not usable by: Bard, druid, mage, thief

PLATEMAIL +3: 'THE PRACTICAL DEFENSE' (6)

AC: 0

Special abilities: n/a

Weight: 18

Not usable by: Bard, druid, mage, thief



POTIONS

Antidote (1), (4), (5), (6), (7), (9)

Special abilities conferred by potion: A green potion that cures poison.

Antidote (cursed)

Special abilities conferred by potion: A purple potion that seems to be a poison antidote, but in fact curses the drinker with lethargy.

Durlag's Goblet (7)

Special abilities conferred by potion: Heals imbiber by five points, but causes imbiber to run at first sign of trouble. Duration 12 turns.

Oil of Fiery Burning (3)

Special abilities conferred by potion: Bursts into flame, inflicting 5d6 to all within immediate area around the potion. Can be hurled 40 feet.

Oil of Speed (3), (4), (5), (7), (9)

Special abilities conferred by potion: White in color, this potion increases the movement and combat capabilities of imbiber



by 100 percent, doubling attack abilities but not affecting spell-casting.

Oil of Speed (Cursed) (1)

Special abilities conferred by potion: Rainbow colored, this potion will appear to be oil of speed, but when used this potion curses the imbiber with confusion.

Potion of Absorption (4), (6)

Special abilities conferred by potion: +10 AC bonus from crushing attacks, 100 percent immunity to electrical attacks for ten turns

Potion of Agility (3), (5)

Special abilities conferred by potion: Raises the dexterity of the imbiber to 18, affecting armor class and missile attack adjustment, lasting 15 turns.

Potion of Cold Resistance (3)

Special abilities conferred by potion: Confers a 50 percent resistance to cold-based attacks on the imbiber, lasts for ten turns.



Potion of Cloud-Giant Strength (4), (5), (6)

Special abilities conferred by potion: Raises imbiber's strength up to 23 for ten turns.

Potion of Defense (3)

Special abilities conferred by potion: Improves armor class to 0, lasts ten turns.

Potion of Explosions (3)

Special abilities conferred by potion: Explodes into a burning ball of fire upon impact (6d6 damage, save vs. spell for half).

Potion of Fire-Giant Strength (3), (9)

Special abilities conferred by potion: Raises imbiber's strength up to 22 for ten turns.

Potion of Freedom (7), (8), (9)

Special abilities conferred by potion: Acts like the spell free action when consumed. The drinker becomes completely immune to any effects that hinder action or movement, lasts for ten turns.



Potion of Frost-Giant Strength (7), (8), (9)

Special abilities conferred by potion: Raises imbiber's strength up to 21 for ten turns

Potion of Genius (5)

Special abilities conferred by potion: Increases imbiber's intelligence temporarily by four, up to a maximum of 25.

Potion of Healing (1), (3), (4), (5), (6), (7), (8), (9)

Special abilities conferred by potion: Restores nine hit points.

Potion of Healing (Cursed) (3)

Special abilities conferred by potion: A cursed, metallic red colored potion.

Potion of Heroism (3), (6), (7), (10)

Special abilities conferred by potion: +10 percent hit points, THACO set to 90 percent of current base, duration ten turns, usable only by fighters, rangers, and paladins.



Potion of Hill- giant strength (5), (7)

Special abilities conferred by potion: Raises imbiber's strength up to 19 for ten turns.

Potion of Invulnerability (cursed) (5)

Special abilities conferred by potion: Petrifies drinker.

Potion of Master Thievery (5), (6), (7), (8), (9)

Special abilities conferred by potion: +40 percent lockpicking, +40 percent pickpockets, duration three hours.

Potion of Mirrored Eyes (1)

Special abilities conferred by potion: Drinker is protected from all forms of petrification, including gaze attacks, lasting for ten rounds.



Potion of Perception (5), (6)

Special abilities conferred by potion: Heightens perception, making thieving skills more likely to succeed (+20 percent bonus), for six hours.

Potion of Regeneration (3)

Special abilities conferred by potion: Imbues the drinker with the regeneration ability similar to that of a troll, healing wounds at the rate of two hit points per round, lasts for three turns.

Potion of Stone Form (5)

Special abilities conferred by potion: Imbiber gains the strength and look of stone, AC to 0, dexterity -3 penalty, saving throws +3 bonus. Duration five turns.

Potion of Storm-Giant Strength (3)

Special abilities conferred by potion: Raises imbiber's strength up to 24 for ten turns.



MISCELLANEOUS MAGIC ITEMS

Amulet (Greenstone) (1)

Special ability conferred: Grants wearer protection against all charm, confusion, fear, domination, ESP, detect alignment, hold, stun, psionics, sleep and feeblemind spells, such as the eighth level wizard spell, mind blank.

Usability: All

Bracers of Binding (4)

Special ability conferred: Casting failure +75%, +5 THACO penalty, -5 damage penalty

Usability: All

Bracers of Defense (AC8) (9)

Special ability conferred: Reduces wearer's armor class to eight

Usability: All



Cloak of Displacement (1)

Special ability conferred: +4 AC vs. missile weapons, +2 on certain saving throws (death, breath, wand)

Usability: All

Cloak of Nondetection: Whispers of Silence (1)

Special ability conferred: Wearer undetectable by magical means such as detect invisibility and scrying, weight 3

Usability: All

Cloak of Protection +1 (4), (5)

Special ability conferred: AC +1, +1 saving throws

Usability: All

Cloak of the Shield (9)

Special ability conferred: +5 AC bonus vs. missile weapons, +1 vs. all other weapons (uses charges)

Usability: All



Greagan's Harp 'The Captive Audience' (1)

Special ability conferred: Dominates a single victim each time it is played, as per the fifth level wizard spell domination. Limited number of charges

Usability: Usable only by Bards

Kiel's Helmet (7)

Special ability conferred: Wearer granted immunity to all forms of fear and panic, natural or magical. Boosts morale.

Usability: Not usable by mage, bard or thief

Ring of Invisibility (1)

Special ability conferred: Casts invisibility on wearer when used. Limited charges

Usability: All

Ring of Protection +1 (5)

Special ability conferred: +1 AC and savings throw bonus

Usability: All



Shield Amulet (4)

Special ability conferred: Casts the first level mage spell, shield, and gives +2 AC vs. missile attacks for five turns

Usability: All

Tome of Understanding (5)

Special ability conferred: Wisdom +1 permanently

Usability: All

Wand of Fear (2)

Special ability conferred: Cause enemies to run in fear unless they save vs. spells, duration 20 rounds

Usability: Not usable by fighter, thief

Wand of Fire (5), (9)

Special ability conferred: Casts a ball of fire that does 6d6 points of damage, but all "1s" are counted as "2s." The second ability is akin to the spell Agannazar's scorcher, striking a single victim with a 6d6+6 column of fire

Usability: Not usable by fighter, cleric, druid, thief



Wand of Frost (1), (10)

Special ability conferred: Inflicts a column of ice on a target, for 8d6 of damage

Usability: Not usable by fighter, cleric, druid, thief

Wand of Heavens (1)

Special ability conferred: Casts flamestrike against a target for 6d8 damage at a range of 120 feet

Usability: Not usable by fighter, mage, bard, thief

Wand of Lightning (4), (5), (9)

Special ability conferred: Casts lightning bolt for 6d6 damage (save vs. wands for half) at a range of 100 feet

Usability: Not usable by fighter, cleric, druid, thief

Wand of Magic Missiles (4)

Special ability conferred: One magic missile to strike target per casting

Usability: All



Wand of Monster Summoning (9)

Special ability conferred: Summon 12 HD of monsters

Usability: Not usable by fighter, cleric, druid, thief

Wand of Paralyzation (2)

Special ability conferred: Paralyzes a single opponent per use unless opponent saves vs. wands with a -4 penalty

Usability: Not usable by fighter, cleric, druid, thief

Wand of Polymorphing (10)

Special ability conferred: Polymorphs victim into a squirrel unless a save vs. polymorphing is made

Usability: Not usable by fighter, cleric, druid, thief

Wand of Sleep (10)

Special ability conferred: Sleep unless victim saves vs. wands

Usability: All



Wolfsbane Charm (4)

Special ability conferred: +2 to hit and damage bonus vs. lycanthropes

Usability: Usable by all classes

ON TO THE MINI WALK-THROUGHS...

CHAPTER FOUR

Mini Walk-throughs





This section of the guide provides a very quick overview of how to complete the game, and suggests a path for your party to follow. For information and advice on how to overcome specific obstacles, check out the guide's detailed walk-through for each part.

ULGOTH'S BEARD

Talk to everyone in town, and be sure to purchase some of the new items available at the inn if you have spare gold. Both the greenstone amulet and the ring of invisibility are worth their



In this house south of the inn (guarded by the chicken) you can get a useful weapon.



asking prices, although the latter item isn't anywhere near as powerful as it is in pen and paper AD&D. Still, it's a big advantage to be able to have an invisible thief checking for traps. If you don't have a capable thief in your party, pick one up (check out the chart of companion locations in this guide if you want to know where all of the companions are in the game). If you're still not comfortable with your thieving skills, pick up potions of perception and master thievery from sorcerous sundries in Baldur's Gate or from the mage's shop in High Hedge. Talk to Shandalar and accept his quest.

THE ISLAND OF ICE

Head down into the cave, and take out or charm the winter wolf that will attack you. If you charm it, you can use an invisible character (preferably a thief) to scout for the wolf, which can then be used against the three mages in the next room. Fire several fireballs into the room with the mages to try to take them out quickly. Advance through the caverns, being careful to watch for traps (check out the detailed walk-through for this dungeon for information on the trap locations). The cloak you're looking for is on Dezkiel in the northwest corner of the dungeon. You'll have to fight all of the mages you run across in the dungeon. There's no way to negotiate a way past them.

BALDURAN'S ISLAND (SOUTH)

After returning the cloak to Shandalar, talk to Mendas, who has a house near the docks in the southwest of Ulgoth's Beard. Accept



This encounter right at the start of the dungeon is one of the toughest in this part. Notice how this invisible thief can get up nice and close to spot for spell attacks or to try a backstab of her own.

his offer to get the sea charts and then head to the northeast corner of Baldur's Gate. You'll have to approach that area from the south to get to the Counting House, unless you want to hop through the sewers. The Counting House is in the southeast corner of the area. If you want to avoid fighting, tell Ulf on the ground floor to mind his own business, and tell the captain upstairs that you're a new deckhand. Then either pickpocket the captain or get an ale for him at the Blushing Mermaid to get the charts. None of the fights are particularly difficult, so if you just want to chop everyone in the Counting House to pieces, you should be able to without difficulty or repercussions. Go back to Mendas, and then on to the island. There's a bastard sword +1, +3 vs. shapeshifters



in the house south of the inn in Ulgoth's beard that you might want to steal to help you on the island.



**Maralee near the campfire will give you a worthwhile quest.
The leader of the settlement is in the building north.**

Once on the island, make a beeline for Kaishas Gan, who is inside the walled compound to the north of your arrival point, in the building north of the campfire. After talking to her and accepting her quest, you can talk to other townsfolk to acquire a few quests, but the only one with a worthwhile reward is the one for Maralee, who is by the campfire. Head to the north of the map and to the other side of the island.



BALDURAN'S ISLAND (NORTH)

If you took Evalt's quest, the sirine queen is on the west coast of this area, and you can avoid a fight by believing her tale. All of the wilderness encounters with villagers are traps—everyone on this side of the island is a werewolf. Stop in the shack to the northeast, which belongs to Dradeel, who will give you another quest and a handy wolfsbane charm. The werewolf lair is just north of Dradeel, and it isn't too challenging, but because of the cramped quarters you shouldn't take any lightly armored companions along. Instead, leave them out of the action but ready to reinforce the fighting members, if necessary. Send in heavily armored fighters, who have been hastened and powered up with other helpful potions and spells (oil of speed, giant strength, protection from evil, chant, bless, heroism). Most of the containers in the lair are trapped, but there's a silver dagger on the third floor that you'll need if you don't have any weapons designed to be used against shapeshifters or lycanthropes. Arm your fighters with those sorts of weapons before advancing to the last floor, where you'll be forced to take out Karoug, who is invulnerable to other types of magical weapons. Return Dradeel's book and head back south to Kaishas.

After returning to the southern portion of the island, talk to anyone you completed quests for prior to returning to Kaishas. Go to Kaishas and get ready for some more fighting. After leaving her room, head to the building in the compound that is the furthest west, enter it, and escape through the secret door that will now be open. You can race through the catacombs, since there are no traps, but there are several pairs of



Two fighters are powered up to clean out the wolfwere lair, while more vulnerable party members wait in safety.

werewolves. Fight Kaishas, using spells or weapons designed to be used against lycanthropes or shapeshifters, and click on the mast of the ship to escape. After returning and being confronted by Baresh, head back to Mendas and take him and Baresh out.

DURLAG'S TOWER

For entertainment if nothing else, tell Ike in Ulgoth's Beard that you want to take his tour. When you arrive at the area around Durlag's Tower, there are several battle horrors on the path toward the tower. Take them on one at a time by advancing slowly, and use a few summoned creatures to keep your party



members away from the dangerous melee attacks of the horrors. Head into the tower and watch Ike's tour. After the tour abruptly ends, explore the rest of the level and the upper floors. Check out the detailed walk-through for the locations of the traps you'll face. The succubus at the top of the tower is a dangerous opponent, but you can avoid a battle by telling her that you can find someone to take her place, and then sacrificing the obnoxious adventurer Riggilo, who is exploring the third floor of the tower. Tell Riggilo you have some nymph's hair for him. Head to the basement and after clearing out the level go through the secret door to the northwest.



There are a couple of dangerous battle horrors on the path leading to Durlag's Tower. Take them out one at a time by advancing slowly. Use summoned creatures to keep the horrors away from your party members.



DURLAG'S TOWER CATACOMBS LEVEL I

There are numerous dangerous traps on this level. To solve the warders' riddles you need to (a) find a mallet head and handle and then forge the two together again so that you can ring the gong; (b) retrieve a glittering beljuril gem from a pile of treasure; (c) read all of the books set out in the reading room of Durlag; and (d) find the odd-looking key in the treasure room, and use it to open the locked bed table, which will get you a switch for the engine. Turn the engine on and take the grapes to the press to create a bottle of wine. For the exact location of all of these items, check out the



Doppelgangers like this fellow are well situated. Send an invisible scout, preferably a thief who can look for traps, to scope out trouble spots.



detailed walk-through for this part. Leave all of your party members other than one in one of the narrow corridors leading into the room with the warders, and then send a fast character to talk to the last warder and flee back to the party. Create some summoned creatures and use them to keep the advancing warders (and their spells) away from your party. Some of the warders are vulnerable to spells, but missile weapons are still your best weapons in this encounter, which is pretty tough. Take the wardstone from the warders and head to the next level.

DURLAG'S TOWER CATACOMBS LEVEL 2

This is one of the more difficult levels, because there are some difficult scripted encounters and it is easy to find yourself in what appear to be dead end situations. Accessing the switch room to the east of this level will make your task considerably easier. You'll be able to open eleven different doors at once. There are some deadly traps on this level, so check out the area walk-through for this part for all of the trap and door trigger locations, and for information on the scripted encounters. There are also some great magic items on this level. The first staircase you encounter is a trapped fake, but the real one is accessible through a nearby secret door to the south.

DURLAG'S TOWER CATACOMBS LEVEL 3

Time your way through the fireball room and head through the north or south doors, which lead to rooms that are more accessible



The switch room toward the east of level 2. There are eleven switches here, which can open up many of the barred doors through this level.

than the one to the west. If you go north, talk to the skeleton and awaken the five heroes nearby, and then send them against the greater wyverns one at a time. If the heroes dispatch two wyverns fairly easily, send them in one at a time against the final wyvern, to minimize the number of heroes you ultimately have to fight if the wyverns are all dispatched. The four elemental rooms to the west are fairly easy—use fireballs in the cold and slime rooms, dispel invisibility in the air room and missile weapons in the fire room. If you went south from the entrance, be careful of the invisible ashirukuru in those caverns—their backstabbing attacks can be punishing. Use fireballs on the skeletons in the center chamber. When you get to the chess room, keep your ground to avoid any possibility of taking penalties, and just hammer the



advancing pieces with missile weapons or area-of-effect spells. Once all of the enemy pieces are dead, just advance through the exit to the east, as you longer have to comply with the chest rules.



Where's Bobby? At the end of this level you'll face a mock chess battle. Stay back or risk lightning bolts like this one.

DURLAG'S TOWER CATACOMBS LEVEL 4

Talk to Durlag's phantom, then head west through a lava room and turn north. Take out the spiders in the large room, and answer the stone golem's questions (eldest son=Kiel; last name of Durlad=trollkiller; second name of his father=Bolher; mother of clan=Islanne), and then talk to the other golems and answer



the question (west, south, east, north). In the room with the rune carpet, if you haven't found the bone rune yet just walk around the outside of the carpet. There's some nice items in the chests there, but your main goal is to advance to talk to the stone golems (answer: it began with Durlag and his need for a home...). East of Durlag's phantom, there's a secret door leading to some natural caverns, and to the west there's a room with Graef, who guards the compass runestone, which you need to get to the throne room to the far east of this level. Enter the throne room and talk to the stone golems (answer: Durlag is to blame, although the blame begins with the intruders...).



Mirror, mirror. If you open it when the demonknight is around, you'll summon some mirrorfiends that will attack the demonknight and your party, sparing your party members the brunt of his fireball attacks.



Talk again to Durlag's phantom, and follow him to the demonknight's room. Using the mirror is a bit risky, since you may be in worse shape as a result, but the mirror fiends will keep the demonknight occupied and may even take him out. If you take him on alone, spread your party out on the top level, and haste your party so that they can get missile attacks in quickly. Cast a variety of protection spells on your party in preparation for this battle (chant, bless, protection from evil, fire) and use any beneficial potions (giant strength and heroism for fighters, oil of speed for all members). Release Dalton and return to Ulgoth's Beard. Make sure you're in good shape prior to returning to the town ... Your battles aren't over yet...

RETURN TO ULGOTH'S BEARD AND THE ENDGAME

The initial battle back at Ulgoth's Beard is a difficult one. Cast invisibility purge to avoid being backstabbed by cult assassins, and use summoned creatures to keep the cult members occupied. Head to the cult headquarters, where a guard waits outside. Prepare your party with defensive and protective spells, and summon some creatures on both sides of the headquarters. Talk to the guard, and prepare take out the cult members that appear, using the summoned creatures to keep them away from your party. Entering the headquarters, your party will be attacked by invisible assassins almost immediately, so it'll be difficult to avoid their attack (so don't initially bring in poorly armored or weakened characters). Keep your characters hasted and summon creatures to serve as buffers. Go downstairs and immediately attack the priestess.



When she's dead, start taking out the cult guards, ignoring the tanar'ri for the moment (although you should summon more creatures to occupy him). If any of your companions are hit with death gaze, you'll have to dispel its effects within 20 seconds of gaming time or they'll turn into ghastrs. Since you likely have a variety of protective spells in force, try to end the combat quickly so you don't have to dispel good effects. Once the cult guards are dead, focus your attacks on the tanar'ri, who should go down fairly quickly under a combined assault.

Finally, head back to the Undercity (if you had previously confronted Sarevok) and enter his quarters. Dispel a few of the traps along the sides, and summon a few creatures to serve as buffers. Try to lure Sarevok into advancing toward you by sending



Bye-bye, demon-boy! With all of this summoned help and your party members powered up with a variety of beneficial effects, the tanar'ri barely scratched the party.



fireballs deep into the room (using an invisible thief as a scout to advance and disarm traps). Focus all of your attacks on Sarevok, who won't last long against pumped up fighters and other hasted characters firing arrows +2 and bullets +2. R.I.P., metalhead...

GAME OVER...



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